

# Quest for Glory I

So You Want To Be A Hero

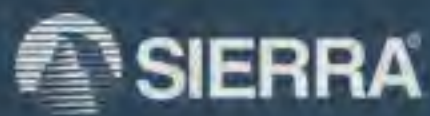


HINTBOOK



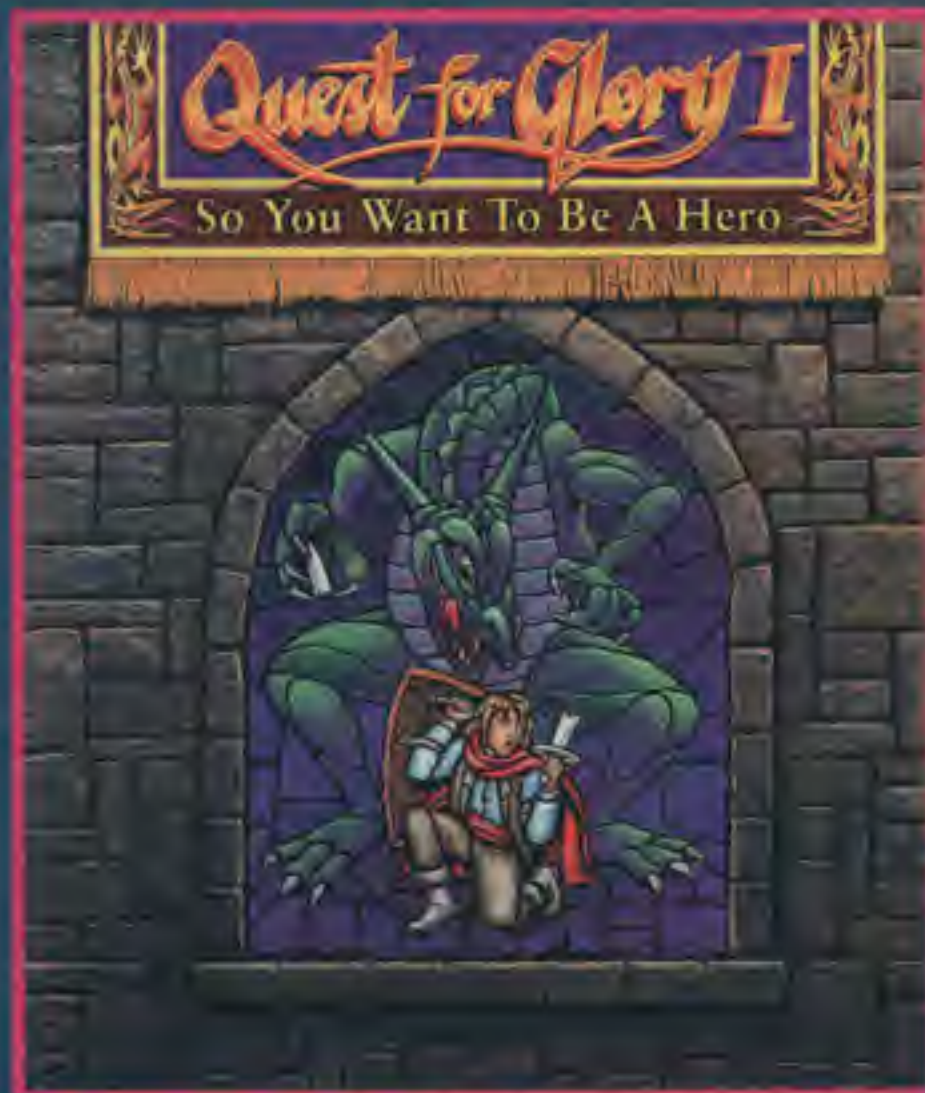
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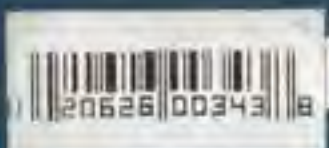
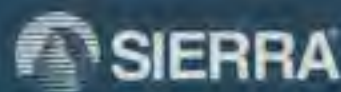


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HINTBOOK







# Quest FOR Glory .I.

DO YOU WANT  
TO BE A HERO

HINTBOOK





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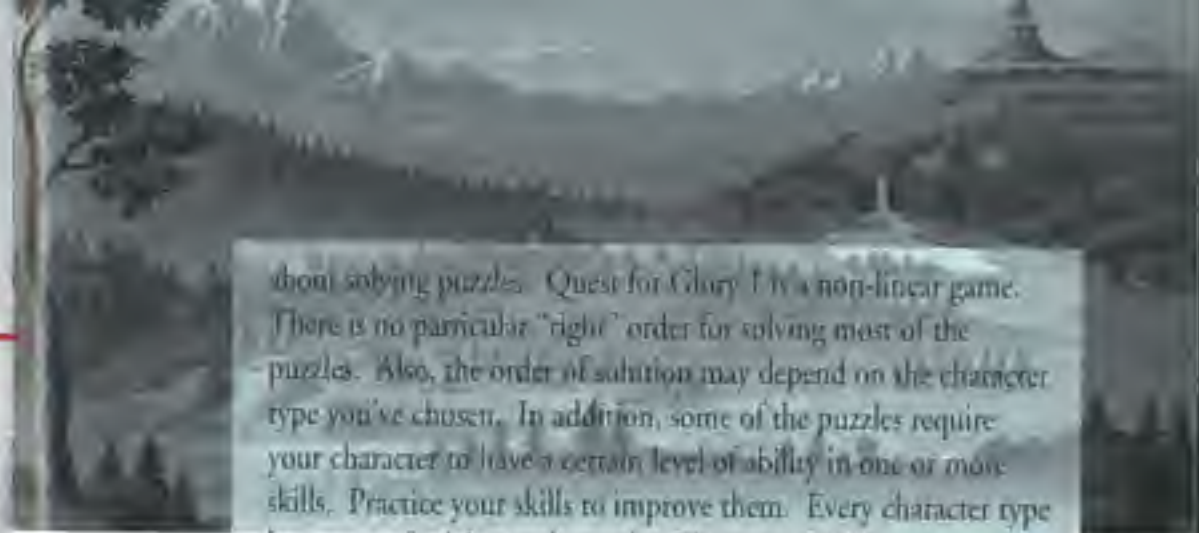
## INTRODUCTION BY LORI AND COREY COLE

Hi! We hope you're enjoying the new version of Quest for Glory 1: So You Want to be a Hero. With all-new digitized 256-color VGA graphics, 3-D clay animation, music support for a long list of sound cards, easy to use point-and-click interface, and some new twists to the original story, we're proud to present you with this new version of Quest for Glory 1, designed to enhance the enchantment, humor and "sense of wonder" you experienced from the earlier release.

If you have never played one of Sierra's new games, before you go any further, take a moment to read your game documentation and become familiar with our new point-and-click interface. In fact, this hintbook has been re-written with the new point-and click interface in mind.

Quest for Glory 1 is the kind of game that we would like to play, and we are really proud of the results. Quest for Glory 1 is one of the first true role-playing adventure games. It combines the character skill development of computer role-playing games with the puzzle-solving and consistent story line of adventure games.

Unlike most computer adventure games, you have a choice of who your character is, what abilities he has, and how he goes



about solving puzzles. Quest for Glory 1 is a non-linear game. There is no particular "right" order for solving most of the puzzles. Also, the order of solution may depend on the character type you've chosen. In addition, some of the puzzles require your character to have a certain level of ability in one or more skills. Practice your skills to improve them. Every character type has a way of solving each puzzle. The type of skills your character has determines how he should solve the puzzles.

The Quest for Glory 1 series is set in a world full of magic, wonder and humor. The people you meet have unique personalities, and you will need to take this into account when talking to them. For this reason, we recommend that you do not read the final answer of each hint question unless you are desperate. These answers will get you through the game, but you will miss most of the fun. (For more details on the organization of this hintbook, see the page 14 entitled How this hintbook Works.) It's okay to make some mistakes—a real adventurer would! Besides, since this is a computer game, your "last mistake" doesn't have to be final. Save early and often.

Quest for Glory 1 is the first of the game sequence which takes the characters you create from their lowly beginnings as correspondence school adventurers through...well, that would be telling. Just note that the adventure does not end with this game. When you finish Quest for Glory 1, you will have the opportunity to save your character to play in Quest for Glory 2: Trial by Fire and Quest for Glory 3: The Wages of War.





## WHAT'S NEW IN QUEST FOR GLORY



To create the realistic 3-D monsters in *Quest for Glory 1*, our artists turned to a process used in cartoon animation—clay animation. This process allowed us to make the characters you speak to and the monsters you fight seem almost too real. In fact, you can almost feel them breathing down your neck!

# CLAY ANIMATION



To create the scary beasts and other characters, Art Director Arturo Sinclair gave his team of artists (Jon Beck, Jerry Moore, Willis Wong, Diana Wilson, Frank Ferrel, Jeff Crowe, Gloria Garrard, Eric Kasner, and Roger Hardy II) the freedom to re-create the characters from the original game using computer-colored clay animation.





The process went something like this. Each artist began with an idea for a monster. Some sketched out their ideas while others just took the clay in their hands and began sculpting. Once a model was created to their satisfaction, they'd position it in front of the animation camera, add just the right lighting, then



capture it on film (in black and white). The creature would be moved slightly and another picture would be taken. This process was repeated over and over until the perfect movements were recorded to bring the monster to life using 20 frames per second to create the smooth, realistic motion. Once on film, the monsters were digitized on the computer, then colorized a pixel at a time.

Along with the new clay animation sequences for the monster's battles and speech, Marc Hudgins created several additional animation sequences on paper, which completed the rest of the game's animation. All the animation was placed on top of the beautiful hand-painted digitized background images.



Once the art was completed, Lead Programmer, Tom DeSalvo, and his team of programmers (Vana Baker, Richard Aronson, Oliver Brelsford, Bob Fishbach, Carlos Escobar, Robert Mallory, and Brett Miller) brought it all together on the computer. Their efforts took many months of long evenings to bring the rich animation into the interactive gaming environment you're now enjoying.







# MONSTERS

Here's a list of some of the wandering monsters with tactical suggestions for dealing with them. For more background information on each monster, consult the section entitled "Famous Monsters of Adventureland" in the Famous Adventurer's Correspondence School manual.



Those annoying little blue humanoids who march around carrying a club and a shield are not very dangerous unless you are already wounded. All types of adventurers can get some combat experience with Goblins.



The man-sized dinosaur who runs around everywhere is easy for an adventurer to avoid since it is extremely stupid. However, it is also fairly easy to defeat in combat and makes good combat practice.



This flying terrestrial combination of a Sting and Manta Ray uses its talent at camouflage to surprise unwary adventurers. Its tail produces a strong jolt of lightning. The best way to deal with it is to keep it always on the defensive.



This monster can be dangerous to beginning adventurers, so you should keep an eye on your Health Points and remember to run away before it is too late. Magic Users should note that this monster is highly resistant to magical spells.

Men who march around the forest wearing armor and attack first before asking questions can usually be classified as Brigands. Individual Brigands have various degrees of skill in fighting, but most are tough. Combat with Brigands therefore requires the use of all the combat skills of Weapon Use, Parry and Dodge. Non-Fighters should use other skills against a Brigand before engaging in direct combat.



Ogres are big, ugly, slow, and stupid. However, when Ogres hit, adventurers get hurt. It is better to outwit an Ogre than to try to outfight it. That is, unless you're a Fighter.



This cat-like creature is skilled at tearing adventurers apart. A Fighter should attack constantly to try to keep the creature on the defensive. Other adventurers be warned: avoid direct combat with a Cheetaur altogether. Cheetaur claws are valuable for use in Potions. Ask the Healer about them.



This large cousin of the Saurus has strong jaws, tough scales, and a hard head. When injured, the Supersaurus reacts by attacking. Liberal use of the shield is recommended for Fighters. Other adventurers should just run away at the sight of these awesome monsters.



This huge man-like monster walks softly and carries a large club. Direct sunlight will turn a Troll to stone, so a Troll travels at night and stays in deep caves by day. Trolls are strong, have tough, armor-like skin, and are resistant to Flame Darts in this region of the world. Trolls are extremely dangerous so avoid them unless you are extremely skilled. Trolls' beards can be valuable if you can get them. (Ask the Healer about them.)



Minotaurs are half-man, half-bull. They are especially dangerous because of their intelligence. Don't even think about taking one on unless you are a skilled Fighter. Watch for openings in the Minotaur's defense. Know when to attack and when to parry or dodge.







## How This Hintbook Works

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The whole point of playing *Quest for Glory 1* is to discover its puzzles and solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or this may be your first experience with an adventure game. If you feel that you're really stuck, look through and find the question that best describes your problem.

Think of this book as your complete reference to *Quest for Glory 1*. The hint answers are arranged to progress from a slight hint to an out-and-out solution to each puzzle in the game. In fact, an answer with a star (\*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. Since your hero can be either a fighter, a thief, or a magic user, some puzzles in the game will require different solutions. You'll also find some answers specific to your character. Therefore, you'll find some questions broken into the three categories as follows: fighters, thieves, and magic users. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of this game. You get the point, right? Please use this book with discretion.

## NOTES TO BEGINNING ADVENTURERS

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If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.

2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.

3) Try anything. Anything you try might be the solution to a game situation. Just remember to save first.

## IF YOU HAVE FINISHED QUEST FOR GLORY I:

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The last section of this hint book entitled *After You've Completed the Game* contains a points list, an object list, a list of things you may not have tried in the game, plus some other interesting detailed information. If you've played through and want to see how to improve your score or see what you might have missed, take a look. Thank you for purchasing *Quest for Glory 1*. We hope you have as much fun playing it as we had creating it.





## HINTS

Before reading the hints here, please take a look at the game click-through in your Quest for Glory 1 game documentation.

**My hero moves too fast! My hero moves too slow!**

On your icon bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

**How do I look at things, talk to people, etc.?**

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the Walk cursor and the last cursor used.

**Example:**

To talk to someone, click the talk cursor on him. (With the keyboard, position the cursor on him using your cursor keys and press ENTER.) To look at something, click the eye cursor on it. (With the keyboard, position the cursor on it using your cursor keys and press ENTER.) To walk somewhere, click the walk cursor on that screen position. (With the keyboard, simply press your arrow or cursor keys to move in that direction.)

To take action on something or someone, click the hand cursor on the person or thing. (With the keyboard, position the cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.





## GENERAL QUESTIONS

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**What's this game about anyway?**

Read the following sections in your game documentation, What is Quest for Glory and Playing a Role.

**How do I keep track of time in this game anyway?**

Take a look at your Icon Bar. Select the special action cursor, then choose the hourglass. Now you'll know what time it is.

**I don't understand how time works in this game. When does a day end?**

Time progresses from day to night, just like in real life—daytime is followed by nighttime followed by daytime, etc. Therefore, you might like to check the time every so often. In fact, you'll be able to do certain things at night that you can't do in the daytime. One caution: don't try sleeping in the wilderness.

**Okay. How many days are there in this game?**

The answer to this question is, it depends. As many as you need to complete your quest. For some Players, this will be just a few days in the game. For others, it will be twenty or more days. There is no right or wrong number of days necessary to complete the game.

**How do I defeat the Weapons Master?**

Don't feel bad if you don't defeat him at your first practice session, or even your first twenty sessions. Your hero is inexperienced and needs to build up skills. Practice every day with the Weapon Master. Fight a lot of monsters. Sleep at Erana's Peace and eat the fruit from the tree there. Drink healing and stamina potions from the Healer. Work in the stable every day. Remember: the Weapon Master is a formidable opponent. Your only hope of defeating him is by working long and hard to build up your character's strength and skills. It's rumored that the Weapon Master has a weak backhand—try approaching him from the left side of the screen.

**What are all the spells I can acquire as a magic user? Where do I find them?**

There are eight spells in all as follows: Open, Fetch, Flame Dart, Detect Magic, Trigger, and Calm. Begin the game with the Zap spell, then get Dazzle from the Wizard. You can pick up the Open, Fetch, and Flame Dart Spells from Zara at the magic shop. Zara can also teach you how to use them. You can get the Detect Magic Spell from the Meeps and the Trigger Spell from the Hermit's Cave. Finally, you can find the Calm Spell at Erana's Peace. Please note: in order for these spells to really be useful, you'll have to practice them often. Once you've built up your magic skills, you'll find these spells are invaluable for your success.

It's nighttime. When I tried to sleep in the wilderness, something ate me. What am I doing wrong?

You're not supposed to sleep in the wilderness! Check your time regularly. To do this, select the special action icon and then choose the hourglass. If evening is approaching or you notice that it's starting to get dark, find a safe place to sleep for the night. There are four safe places: Erana's Peace, the Hermit's Cave, the stables (at the Baron's Castle), and the Hero's Tale Inn. If it starts to get dark and you wish to sleep somewhere safely, head to one of these places.

I'm carrying too much stuff. Now what do I do?

Drop some items out of your inventory. Now go build up your strength so that you can carry more. To drop something, select an item from your inventory, then select the drop icon.

How does this fighting interface work anyway?

If you're having problems with the fighting interface, consult the section in your game documentation entitled Combat.



## GAME PLAY TIPS

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Okay, I'm a beginner. Do you have any tips to ensure my successful completion of this game?

Although you'll have to fight your own battles in this game, here are some general guidelines that experienced game players usually follow. Keep the following in mind as you play:

- 1) Save frequently.
- 2) Don't pick up everything you see. Just get what you need.
- 3) Try to think as your character would think. When you face a puzzle, try to solve it using your character's greatest skills.
- 4) Check your character statistics frequently. To do this, select the special action icon from your Icon Bar and choose the character icon. Make sure your Health and Stamina points are as high as they can be. Keep extra Health and Stamina potions in your inventory at all times and drink them any time you're in a scrape with a foe.
- 5) Ask questions of everyone you meet. Usually everyone has something to tell you about them. Try to pick up clues from what people say as to what to ask next.



I'm creating a new character. What's the best way to allocate my points?

This is really up to you. There's no harm in allocating the points any way you want.

Read the sections in your game documentation entitled, Creating a Character and Assigning Skill Points.

### Fighters:

We recommend you allocate points as follows:

- a) Add 15 to Strength,
- b) Add 15 to Agility,
- c) Add 10 to Vitality, and
- d) Add 10 to Weapon Skill.

### Thieves:

We recommend you allocate points as follows:

- a) Add 10 to Strength,
- b) Add 10 to Agility,
- c) Add 10 to Vitality,
- d) Add 10 to Luck, and
- e) Add 10 to Weapon Skill.

### Magic Users:

We recommend you allocate points as follows:

- a) Add 15 to Agility,
- b) Add 5 to Magic,
- c) Add 10 to Intelligence, and
- d) Add 15 to Vitality.

Do you have any important tips on how to develop my skills as a new Hero?

Begin by reading the sections in your game documentation entitled, Playing a Role and Living in this Crazy World.

### Fighters:

In order to survive as a Fighter, we recommend the following:

- a) Practice with the Weapon Master and work in the stable daily (at the Baron's Castle),
- b) Fight monsters (in the Wilderness) at every opportunity,
- c) Buy Healing and Vigor Potions (from the Healer) and use them,
- d) Sleep in the Magic Meadow, and
- e) Buy the best armor you can afford (from the Dry Goods Shop). Just make sure you're strong enough (Strength is over 60) and wealthy enough.

### Thieves:

In order to survive as a Thief, you'll need to do the following:

- a) Think Sneaky,
- b) Avoid powerful monsters—prey on the weak,
- c) Explore the town at night,
- d) Try to pick all locks,
- e) Buy a Thief Tool Kit at the Thieves' Guild, and practice dagger throwing at the archery range or in the Thieves' Guild. Thieves need to be sneaky. Therefore, they need lots of stealth. Build up your climbing skills, dagger throwing skills, and sneak around a lot.

### Magic Users:

In order to survive as a Magic User, you'll need to do the following:

- a) Get all spells as soon as possible and practice them whenever possible,
- b) Avoid close combat with tough monsters by using the Calm Spell and then running away,
- c) Always have a Zap spell on your weapon before entering combat, and
- d) Sleep in the Magic Meadow to recover Magic and Health points. Magic Users need to be tricky. Therefore, they need a lot of spells and a lot of practice using them.



### Can you give me some more tips on fighting Monsters?

Here's the best advice we can give you:

- 1) Read the section entitled **Combat** in your game documentation.
- 2) Save the game whenever you encounter a monster.
- 3) If you are wounded from your last battle, drink a Healing Potion before entering your next combat.
- 4) Don't let your Stamina get too low. Drink Vigor potions before you engage (or enrage) a foe.
- 5) Remember that some monsters are too tough to fight until your skills improve, so watch your Health Points and run away whenever your character is badly damaged. But be careful, there are some encounters you can't run away from.
- 6) A Magic User should use the Calm Spell to avoid the tough encounters until he has gained skill with his Dazzle, Flame Dart, and Zap spells.
- 7) The Thief should throw daggers at the monster before he gets into combat. Just don't throw the last dagger or else the Thief will be defenseless.
- 8) Finally, carrying too much weight, or letting your character get tired, will make fighting much harder. Don't carry anything more than you need.

I'm playing as a Fighter, but I'm not as tough as I'd like to be. Do you have some helpful pointers?

Don't feel discouraged. Some of these monsters are pretty tough. It takes practice and patience to build up the strength you'll need to defeat some of these creatures. And, of course, if you wish to get all the puzzle points in the game, it's essential to fight and defeat each type of monster.



If you keep getting killed, try the following:

- 1) If a monster is too fierce, run away. (If the monster kills your character three times in a row, the character is just not strong enough to handle it yet, or your Health Points are too low.) Two safe places to hide are back in the town of Spielberg or the Healer's hut.
- 2) Practice your fighting skills with the Weapons Master every day.
- 3) Start off with the weaker monsters. (In fact, if you see a monster you're unsure of, just move your mouse cursor to the top of the screen to display the Icon Bar. This will pause your game. With your game paused, take a look at the section of this Hintbook entitled **The Monsters You'll Encounter.**)
- 4) Carry several Healing and Stamina potions (as many as you can afford). Drink them after every battle.
- 5) Rest after every major encounter.
- 6) If your hero is killed, restore your game and try again. Of course, the more you fight, the better you'll become. Now get going and get tough!

I don't feel like I will ever complete this game because the monsters keep killing me. What am I doing wrong?

Don't try to save Spielberg in just one day. It takes time to become a great hero.

### Fighters:

In order to complete this game, your fighter character must be tough. Build his strength and fighting skills as close to perfect as you can get them. This means practicing with the Weapon Master, working in the stable, and fighting monsters whenever possible. Buy Healing and Vigor Potions from the Healer and use them whenever your strength and stamina get low. Rest and sleep. Save games frequently.

### Thieves:

If a monster hasn't caught you, you can kill it by throwing daggers at it. If a monster does catch you, run away. (For details, consult the section in your game documentation entitled, **Combat.**) Now throw another dagger at it.

### Magic Users:

Use your spells to attack from a distance.







# MAIN HINT SECTION

*NOTE: Before reading this section of the hintbook, read the section in your game documentation entitled Quest for Glory Walk-through. There are also some great tips on creating your Hero in the General Hints Section of this hintbook.*

## TOWN OF SPIELBURG

In the Daytime...

- I'm at the Sheriff's Office and town gateway. What should I ask the Sheriff about?



- I'm in the Hero's Tale Inn. What's to do in here?



\*



- I just met the merchant in the Hero's Tale Inn. What can I learn from him?

\*



- I've returned to the Hero's Tale Inn later in the game. What can I do here?

\*







# MAIN HINT SECTION

*NOTE: Before reading this section of the hintbook, read the section in your game documentation entitled **Quest for Glory Walk-through**. There are also some great tips on creating your Hero in the **General Hints Section** of this hintbook.*

## TOWN OF SPIELBURG

In the Daytime...

- I'm at the Sheriff's Office and town gateway. What should I ask the Sheriff about?

Ask the Sheriff anything you like. He can tell you about many things in this land.

Be sure to ask him about Gino, the merchant, money, and especially Brigands.

- I'm in the Hero's Tale Inn. What's to do in here?

Talk to the owner and have a seat.

Why not order a meal?

Have you considered spending the night here? The Hero's Tale Inn is a very soft and comfortable place for a hero to get some rest.

Meet Shameen and ask him about his wife Sherna, his friend Abdulla Doo, the merchant, robbery and the lost caravan, wealth, and food. Sit at the table and order some food. To do this, use the hand cursor on the hand beside the table then select the money pouch from your inventory and use it on Sherna. To eat, use the hand cursor on the food. You can return to the Hero's Tale Inn during the game to safely sleep during the night.

- I just met the merchant in the Hero's Tale Inn. What can I learn from him?

Ask the merchant about robbery, the Brigand leader, the minotaur, his name, and Shaper. Be generous to him and he'll be a big help to you at the end of the game.

- I've returned to the Hero's Tale Inn later in the game. What can I do here?

Are you hungry?

Have you talked to the merchant?

Are you sleepy?

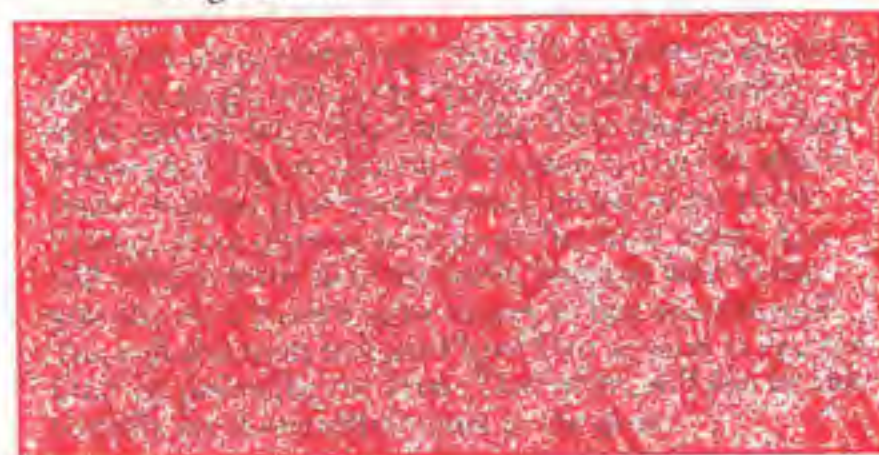
Approach the table and ask Shameen about the robbery. If it's evening, select your money pouch from inventory and use it on the merchant to buy him a meal. Also talk to the merchant to learn more about the Brigands and the robbery. You can also order yourself a meal. Don't forget, you can also sleep here for the night.

- I'm in the magic shop. What can I do here?



\*

Magic Users:



\*

- Is there anything to do at the Dry Goods Shop?



Fighters:



\*



Thieves:



\*

Magic Users:



\*

- I'm at the Dry Goods store in town. Should I buy something with all this money the Baron gave me?

Fighters:



\*

- I'm playing as a thief. What do I do with the things I stole?



\*

- I've gone to the Guild Hall. Now what do I do in here?



\*



- **I'm in the magic shop. What can I do here?**

Ask Zata about magic, the river, the valley, and Izana, Erasmus, Baba Yaga, and the gods.

Walk up to the counter. Zata, the owner of the magic shop will appear. Ask her about magic. That's all you need to do.

**Magic Users:**

Ask Zata about everything. You will learn more about the uses of magic within the Spierburg Valley as well as what you can buy from Zata. Buy these spells from Zata: Flame Dart, Open, and Fetch, as soon as you can afford them. List as your primary potency on her to get them. Practice them often to become proficient in them. You will want to learn all of the spells, but start with Fetch: you can use it to earn more money to buy another spell. You will also want to learn Flame Dart as soon as you can. Only by practicing the Flame Dart often, will you be able to really use it successfully later in the game.

- **Is there anything to do at the Dry Goods Shop?**

When you enter, turn back behind the counter.

Do you see anything that might help you in your quest?

Ask the shopkeeper about equipment: armor, daggers, food, and flasks.

**Fighters:**

Find out about equipment and buy various weapons.

as flasks will also come in handy (for holding poison ingredients). As soon as your strength is over 60 and you have a lot of money, come back and buy the diamond

**Thieves:**

this too flasks and some spare daggers for throwing.

**Magic Users:**

Buy two flasks and some spare daggers for throwing.

- **I'm at the Dry Goods store in town. Should I buy something with all this money the Baron gave me?**

**Fighters:**

Get enough to be the best armor money can buy. Buy diamond.

- **I'm playing as a thief. What do I do with the things I stole?**

Bring them to the Thieves' Guild.

Only guild members can leave goods, so join the guild. The guild is under the tavern. Talk to the big green, hairless Grubler.

- **I've gone to the Guild Hall. Now what do I do in here?**

You can do three things in the Guild Hall. Use the hand cursor to open your name in the book. Go over to the





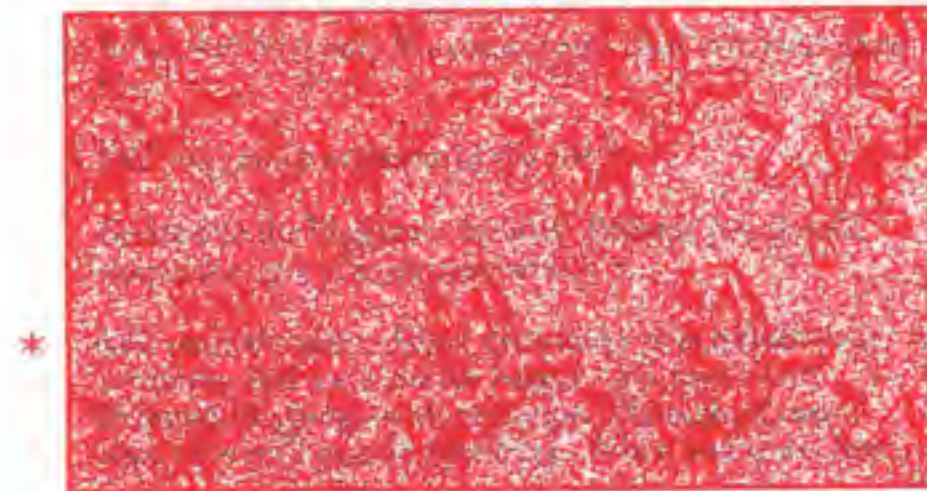
- I'm reading the quests on the bulletin board at the Guild Hall. How do I exit the quest board?



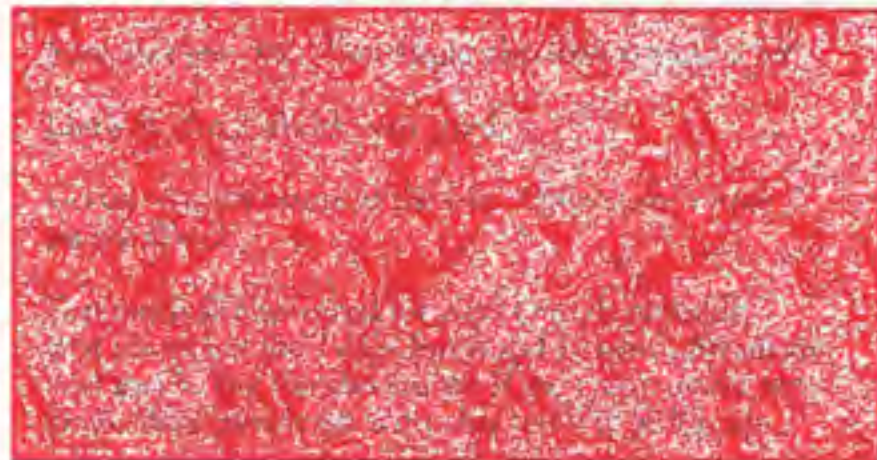
- What should I buy from the centaur? And what should I ask her?



- I've come to Town's End during the day. That's a strange looking alley. Should I enter it?



- I'm at the tavern, should I buy a drink?



- Why am I in this seedy-looking tavern?





Quest Board and read the quests. Finally, talk to the Guildmaster. (To wake him up walk right up to him.) When he's awake, ask him about the case, the Baron, Bernard, Elia, Raka Yagi, the guild hall, Spellling, mummies, and heroes.

- **I'm reading the quests on the bulletin board at the Guild Hall. How do I exit the quest board?**

To stop reading quests, move the hand of the cursor off the bulletin board. You'll now be back in the guild hall.

- **What should I buy from the centaur? And what should I ask her?**

Ask Eladia about Ringards and apples. Also buy 50 apples from her. To do that select your money pouch from inventory and use it on Eladia five times.

- **I've come to Town's End during the day. That's a strange looking alley. Should I enter it?**

Who said? You only have one, right? Just have your quest log.

Did you notice someone in the alley?

Be kind to the beggar in the alley. Perhaps you should discuss him up a conversation with him.

Well, enter the alley. Select the money pouch from your inventory and use it on the beggar. Ask him about Ringards, begging, work, and especially right before about the spell cast on Spellling. When you leave, head

for morning — don't drink the Summoner's Breath. Or if you do, be sure to save your quest first.

- **I'm at the tavern, should I buy a drink?**

Sure, buy yourself one. You might also want a second one.

Did you check out the quest board?

Get up to center stool at the bar. Don't drink a drink on the floor.

Too much alcohol is bad for you. (You are probably won't live, but the Troll's Secret and Dragon's Breath are a lot much. You can always use Hand cursor on the map on the floor beside the quest board to pick it up.

- **Why am I in this seedy-looking tavern?**

Well, before we answer that, you better save your game. You only have a seedy-looking tavern, which can be dangerous.

Blister (not) around this place a little bit. Don't stand in areas where you might find a clue.

Why not belly up to the bar? On second thought, did you notice the condition of your fellow drinkers on the other stool?

There's a crumpled up piece of paper under one of the bar stools. Pick it up and read it. (You're someone's passing notes. It might be a good idea to stop in here later and see what else there has to be.)

Thieves:

\*



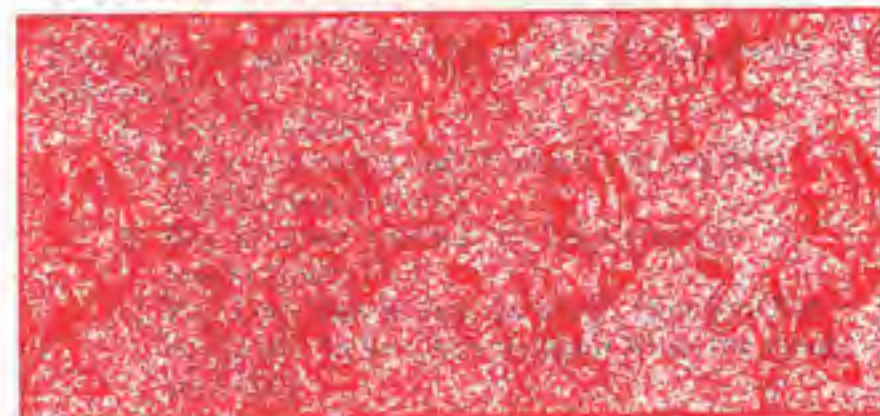
- I'm playing as a thief and I tried talking to Crusher. He's not exactly friendly. How do I keep him from killing me?

\*



- I'm not a thief, but I want to see the Thieves' Guild. Can I do it? If so, how?

\*

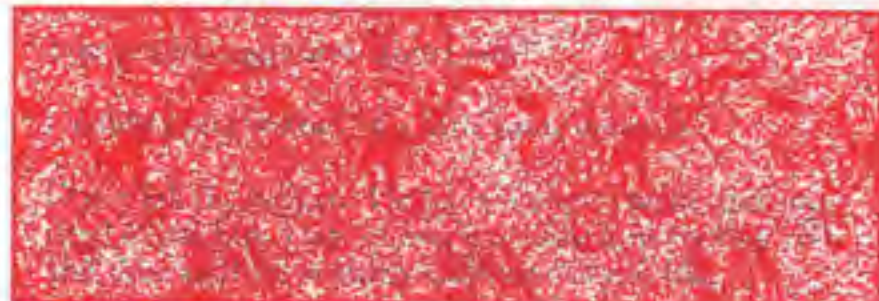


- Where can a Thief find a good time in this game?

\*



- I entered the alley during the day, but that beggar won't answer my questions. Should I kill him?



\*

## IN THE NIGHTTIME...

- I've come around Market Street to Town's End. Is there anything, in particular, I should pay attention to?



Thieves:

\*



- I see an intriguing glow in the alley. Should I enter the alley?



\*



## Thieves:

Once you've learned the password (Schwerfisch), by using your lock pick on one of the thieves in the alley at night, talk to Crusher (who by now is He will be sure to deliver your message after you've given him the password.

- I'm playing as a thief and I tried talking to Crusher. He's not exactly friendly. How do I keep him from killing me?

Give him the Thieves' password. You learn this when you use the mouse in the alley at night. Use your lock pick on one of them to identify yourself as a thief. The password is Schwerfisch, it means "Sweetfish."

- I'm not a thief, but I want to see the Thieves' Guild. Can I do it? If so, how?

Since you can't get into the Thieves' Guild, just do the following:

- 1) Join the guild.
- 2) Sell some " stolen goods" (which you can find from houses or towers).
- 3) Buy a stolen "tool kit" (It helps you pick another lock).
- 4) Buy Tapp-N-Snatch with the dice. (This won't really do any good, but it's a good idea when the thieves are busy.)

- Where can a Thief find a good time in this game?

In Tavern—especially at night. You can make the choice in the alley to pick the locks of the Sheriff's and Elbert the Lady's houses. The Sheriff has more to do, so go!

—1000. Save your gang before attempting a break-in. You can lose them in jail. Don't spend too much money on the lock, or you're likely to get caught. But be sure to practice lock.

- I entered the alley during the day, but that beggar won't answer my questions. Should I kill him?

You're right, obviously, until you...

...Can't you be a little more generous?

Then I kill the beggar. He has a long to make, and you need to ask him a few questions. Give him some food, and then ask him as many questions as you like.

## IN THE NIGHTTIME...

- I've come around Market Street to Town's End. Is there anything, in particular, I should pay attention to?

Did you notice the rope on the House of the Lord?

## Thieves:

You can practice your lock picking skills on these doors. Just don't open it — or you'll get caught.

- I see an intriguing glow in the alley. Should I enter the alley?

Why not? You only live once, right?

If you're not a thief, maybe not — it's a trap!

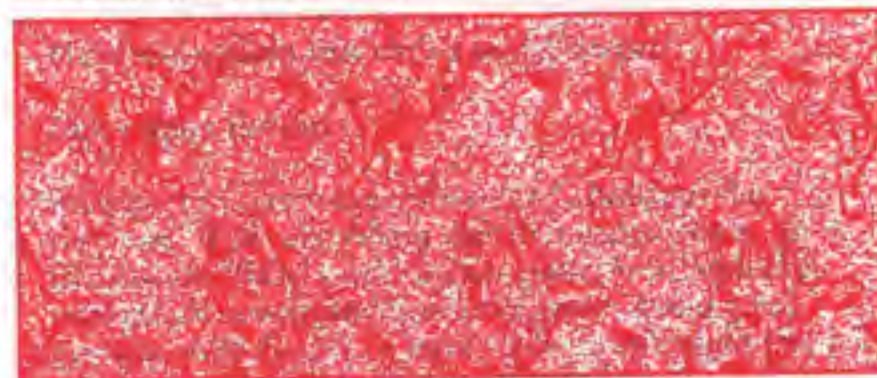
Thieves:

\*



- I'm a thief and I've gone inside the Little Old Lady's house. What should I do now?

\*



- I'm playing as a thief and have broken into the Sheriff's house. Now what kinds of skills can I practice in here?

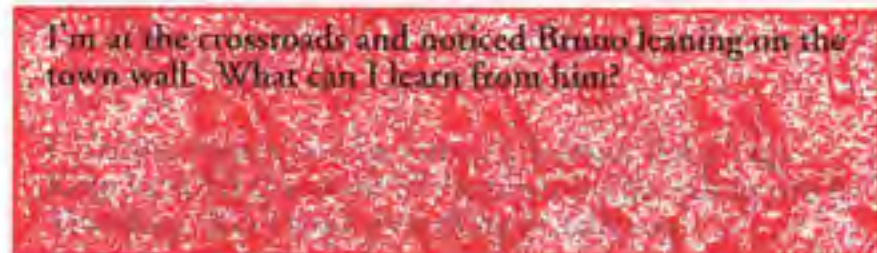


## WILDERNESS

At the Crossroads with Bruno

- I'm at the crossroads and noticed Bruno leaning on the town wall. What can I learn from him?

\*



Thieves:

\*



- Bruno told me I could get in to the Thieves' Guild, but I haven't been successful at it. How do I that?

\*





## Thieves:

If you're a thief or have a thief skill, go on. Use the back pick or hand cursor nearby any of the thieves and they will tell you the Thieves' Guild password, which is "Overlaid is power for Smolth".

- **I'm a thief and I've gone inside the Little Old Lady's house. What should I do now?**

Here you must find out the password.

Don't upset the cat!

Feed the cat, search everywhere, and climb out the backdoor. Take everything you can steal down. In fact, use the hand cursor on her power-knitting loom, and take the couch and dinner shaver. Avoid going upstairs. Also be sure to leave white if it is required.

- **I'm playing as a thief and have broken into the Sheriff's house. Now what kinds of skills can I practice in here?**

Roller your cat into the Sheriff's house. Use your power.

Your password is "Overlaid is power for Smolth". Search the room carefully.

Also, take whatever is on the power-knitting loom. Practice your thieving skills.

There's a hidden path in this room.

Practice your thieving skills. Take the money box. You'll have to use the hand cursor twice more, take the cash (thieves) and the cash (thieves). Use the hand cursor on the desk drawer to take some silver. Move the painting. Open the safe lock. (This requires a lot of skill and patience. Be careful if you don't know how to do it, or you'll get caught.) Take the silver from the safe.

## WILDERNESS

### At the Crossroads with Bruno

- **I'm at the crossroads and noticed Bruno leaning on the town wall. What can I learn from him?**

Give him money and he will tell you about Baba Yaga. Keep in mind that most of the town knows what you do. Therefore, don't trust everything he tells you.

## Thieves:

Use the back pick or hand cursor on Bruno to make the Thieves' Guild.

- **Bruno told me I could get in to the Thieves' Guild, but I haven't been successful at it. How do I do that?**

You don't! — Bruno is a liar. He is going back to town.

## ARCHERY RANGE

- I'm at the Archery Range. What are these two up to?



- I tried to eaves drop on the two Brigands at the archery range, but one of them threw a dagger at me. What am I doing wrong?



Fighters:



Thieves:



Magic Users:



## HEALER'S HUT

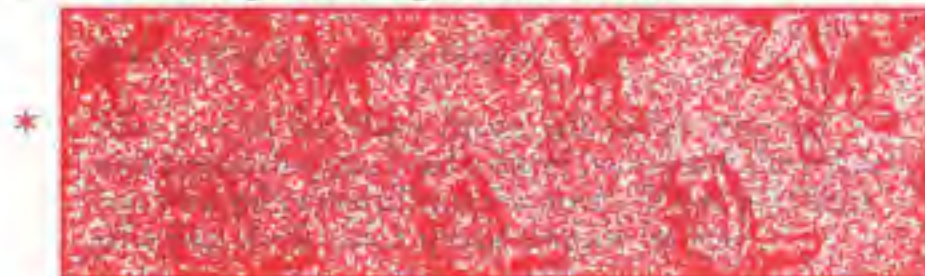
- I visited the Healer. What can I give her?



- What is there to do in the Healer's hut?



- What things should I give to the Healer?





## ARCHERY RANGE

- I'm at the Archery Range. What are these two up to?

Why not listen and find out.

When Bruno leaves just now go continue the brief way stays at the archery range — go south one screen and down south one screen. Use the Hand cursor on him to capture a combat. When you've defeated him, use the Hand cursor to search his body. This key unlocks the secret entrance to the Brigand Fortress.

- I tried to eaves drop on the two Brigands at the archery range, but one of them threw a dagger at me. What am I doing wrong?

Stay well hidden. If you come out of hiding too soon they'll see and tell you. After you don't drop on the conversation between Bruno and Bruna, wait awhile. Then go continue Bruno. After you defeat Bruno, use the Hand cursor on him to search his body. You will find a key to the Brigands' secret entrance.

### Fighters:

Use your sword to defeat Bruno.

### Thieves:

Thrust dagger to defeat Bruno.

### Magic Users:

Cast Flame Dart or down lightning to defeat Bruno.

## HEALER'S HUT

- I visited the Healer. What can I give her?

How about a ring?

How about a key?

Give her ingredients for making spells. For instance, you can give her the dew you picked up from leaves at the undergrounding. You can also give her Flying Water from the magical flower found already done so. There's also many ingredients required to make a Magic Potion. And, of course, you can find just gold ring.

- What is there to do in the Healer's hut?

Go up to the Healer's door and knock. When she lets you in, ask her about spell components. Specifically, find out about Eran's flowers, real boards, magic mushrooms, therraur claws, and mandrake roots. Throughout your adventure you should look for these items and bring them to the healer. She can make a special potion for you.

- What things should I give to the Healer?

Well, a gold ring would be nice.

After you get the Magic Acorn, talk to her. She will understand that you need a magic potion and she will tell you what other ingredients she needs. If you give her a gold ring, she'll have a special surprise for you.



- Oh no, the healer has lost her ring. Where can I find her ring?



- How do I get the healer's ring down from that bird nest?



Fighters:



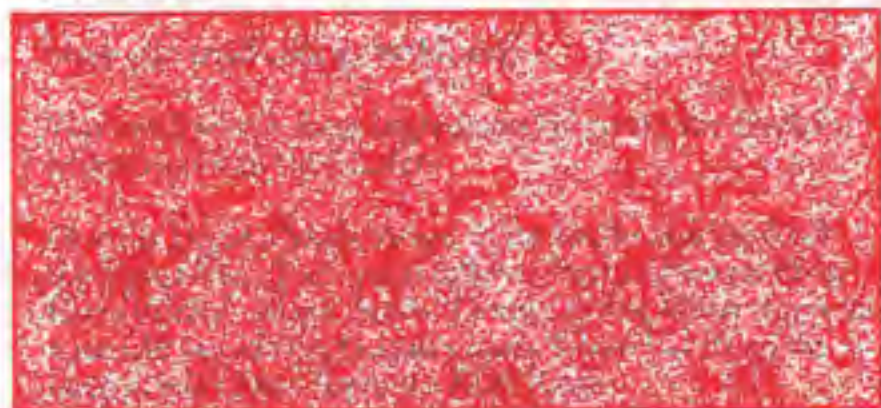
Thieves:



Magic Users:



- What are the ingredients of a dispel potion and where do I find them?



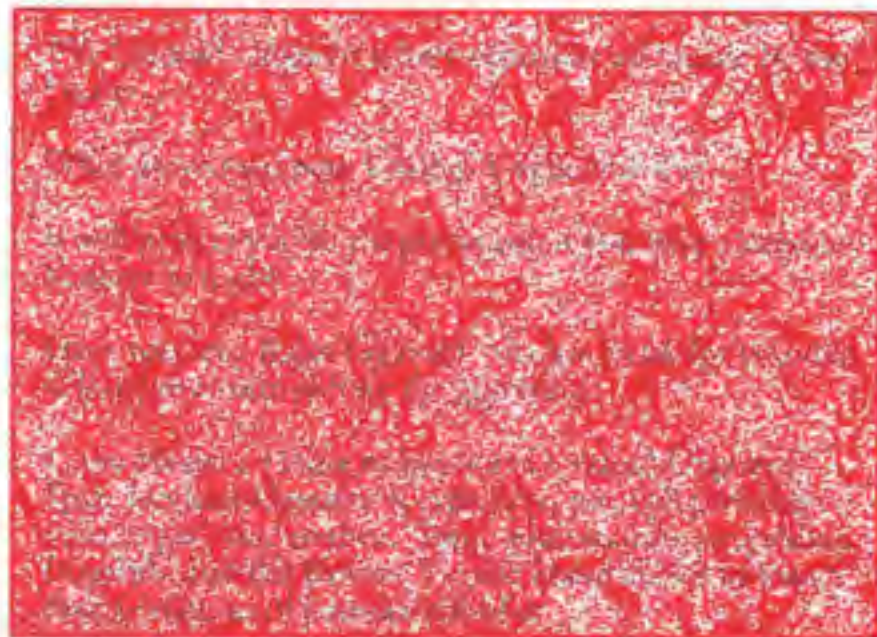
- How do I get a Dispel Potion from the Healer?



- Oh no, the healer has lost her ring. Where can I find her ring?



- Where can I get some Undead Unguent? And what's it for?



## BARON'S CASTLE

- I'm at the Baron's Castle gates. How do I get in?



- Okay. I'm in the Baron's Courtyard. Now what do I do?



Fighters:



- The Baron's castle guards are surly! Can I get inside the Baron's castle?



- I fought the Weapons Master, but I'm so tired. Where's a good place to sleep?





- **Where can I get some Undead Unguent? And what's it for?**

The Undead Unguent is very expensive and made by the Healer.

What do you suppose Undead Unguent is for?

It will protect you in the graveyard if you have a need to be there at night.

Have you seen Baba Yaga yet? She has a task for you that will involve your visiting the graveyard.

Go to Healer's House to buy some Undead Unguent. Since Undead Unguent is expensive, you will probably need to get more money. Some good sources are poison fungi, and the Baron. Use the Hand cursor to reach shop books until you can afford it.

## BARON'S CASTLE

- **I'm at the Baron's Castle gates. How do I get in?**

Have you had talking to the guard?

Talk to the guard at the gate and ask him about bringing the undead master, the castle, and a job. To enter the castle, use the hand cursor on the gate. The guard will open it for you.

- **Okay. I'm in the Baron's Courtyard. Now what do I do?**

Have you met the stableman?

There are three things to do in the Baron's Courtyard. All characters can work here to get extra money. Just go near to the stable and talk to the stableman. After you work for him, he will also let you sleep in the night here. This is a fair and generous offer, so take him up on it.

### Fighters:

You can practice your fighting skills with the Weapons Master. He's the man practicing with the sword in the center courtyard when you first enter. (If he isn't there, go north to the castle door and return until he does appear.) He usually practices there every morning. However, if you have no Parry skills, he will not accept your challenge. To practice with him, just walk up and talk to him a couple of times.

- **The Baron's castle guards are surly! Can I get inside the Baron's castle?**

Yes, you can get inside. However, you'll have to do a small favor for the Baron. To get inside, you must free the Baron from a nasty spell. This will require a little visit to the Kobold.

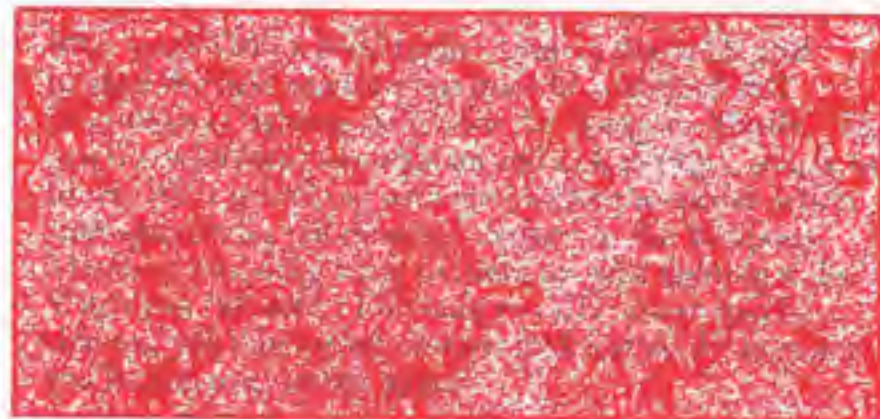
- **I fought the Weapons Master, but I'm so tired. Where's a good place to sleep?**

The stable is an excellent place to sleep and make a little extra money. Talk to the stableman. When he asks you if you'd like to work for him, "Yes." After clearing up, enter the stable and select the special action icon to sleep for the rest of the night.



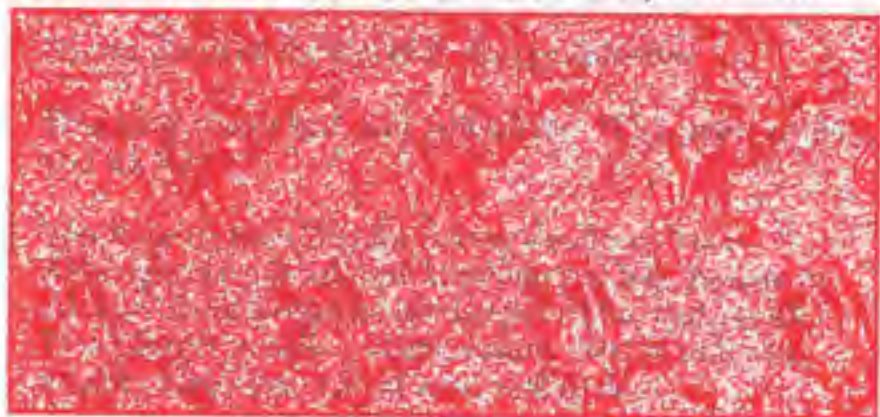
Fighters:

\*



- I'm inside the Baron's Castle. What is my task here?

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## CENTAUR

- I went one screen west of the Healer's Hut and encountered a centaur working a farm. Is there anything I can do for him?

\*

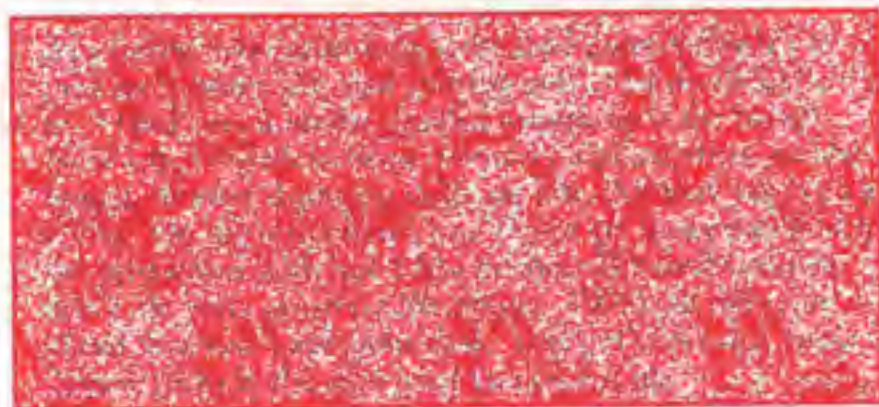


## SEED-SPITTING SPIREA

- How do I get a seed from the Seed-spitting Spirea?

Fighters:

\*



Thieves:

\*



Magic Users:

\*



## Fighters:

After you've had a good night's sleep in the stable and awoken the next morning, go over the courtyard and practice your fighting skills with the Weapons Master. To proceed with him, you will go outside to him 2 steps to the right. After practicing with him, select the special action and end for one minute. Return to the Weapons Master in five minutes to build up your fighting skills. When you are done, you should see that you should be able to now be strong enough to defeat all the monsters that'll encounter in this zone.

- **I'm inside the Baron's Castle. What is my task here?**

So you decided the Kobold Companion was?

You found a girl kid, and 999 silver. What more could you get for?

You're being rewarded for finding the Baron's son. Although you're not like anything you like, he was an old man, now because his daughter Elsa and Yonk. Don't forget to collect your reward. You're indeed a knight here now. Oh, at least, well to do.

## CENTAUR

- **I went one screen west of the Healer's Hut and encountered a centaur working a farm. Is there anything I can do for him?**

You can learn something from him about how to be a knight to him. He's a knight, his name is Brigard. Also, ask him about the Heland League.

## SEED-SPITTING SPIREA

- **How do I get a seed from the Seed-spitting Spirea?**

### Fighters:

As a fighter, you must knock the seed down while it's on the ground between the seed-spitting pods. To do this, use the Hammer on the ground to pick up some rocks. Now select the rock from inventory and use it on the Spirea. If your throwing skills are low, the rock will not go well. On the other hand, you might get lucky and knock the seed down with just a few throws. Whatever you do, don't use your sword on the Spirea. With all right, go ahead and use your good luck. You can know that you'll throw rocks at the seed and you pick it up.

### Thieves:

If you have enough stealth skills, climb up on the rock and use the seed to throw. The Hammer can't knock down the seed, but you can catch the seed. On the other hand, if your skills are good enough, you can throw rocks to knock down the seed.

### Magic Users:

Cast the Fire or Frost Spell to go ahead. However, you will need to prepare this area to be able to throw. If your throwing skills are good enough, you can throw the seed down on the ground or knock it down. However, if your throwing skills are low, you may take you a while.



## MAGIC MEADOW

- I'm at Erana's Peace, what are some things I can do here?

\*



Magic Users:

\*



## THE FROST GIANT

- Who is this big guy with the white beard? What does he want from me?

\*



- So where can I buy some fruit to give to the Frost Giant?

\*



- The Frost Giant gave me a glowing gem. Now what do I do with the gem?

\*



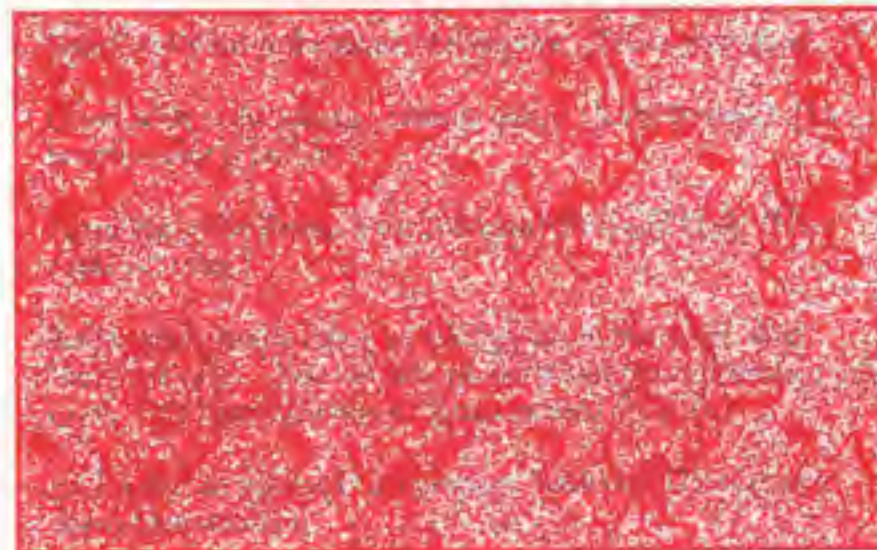
## WIZARD MOUNTAIN

- Where is Wizard's Mountain?

\*



- I'm at the Wizard's House door. How do I get in?





## MAGIC MEADOW

- **I'm at Erana's Peace, what are some things I can do here?**

All players can watch sleep here at night. It does wonders for your health. Use the hand cannon on the tree in the center of the meadow area. Also, use the hand cannon on the ground to get some flowers. The Healer can make use of these flowers.

### Magic Users:

Use the Etern Spell on the rock and use the Etern Spell.

## THE FROST GIANT

- **Who is this big guy with the white beard? What does he want from me?**

His first purpose is to destroy the meadow.

What does he want to take from you? (Heal you.)

Follow the Frost Giant. He shows some fruit from you. You need to give him a lot of apples. In exchange, he'll give you a glowing gem. You can also ask him about Orange, Emerald, Ruby, and Sapphire.

- **So where can I buy some fruit to give to the Frost Giant?**

Did you look around the town of Spelburg?

You can buy fruit from the Farmers at the Farmer's Market in Spelburg. To do this, select your money pouch from inventory and use it on the Farmer's Market.

- **The Frost Giant gave me a glowing gem. Now what do I do with the gem?**

Have you found Balu Yaga's house?

Take it to the Hall on the gate outside Balu Yaga's house. Your glowing gem will come in handy there. Give the glowing gem to the Hall after you ask to see the (Frost Giant's) Hall.

## WIZARD MOUNTAIN

- **Where is Wizard's Mountain?**

Take a look at the map at the base of the mountain. Wizard's Mountain is right on the map.

From the Healer's Cottage, go north for a while and then go west until you reach the Wizard's Tower. Take a moment to sign and walk north up the path on the Wizard's Tower.

- **I'm at the Wizard's House door. How do I get in?**

Figure out what is the name of the gem. That's your quest.

Learn what is the name of the gem. (Level 10000) The name is either a gem.

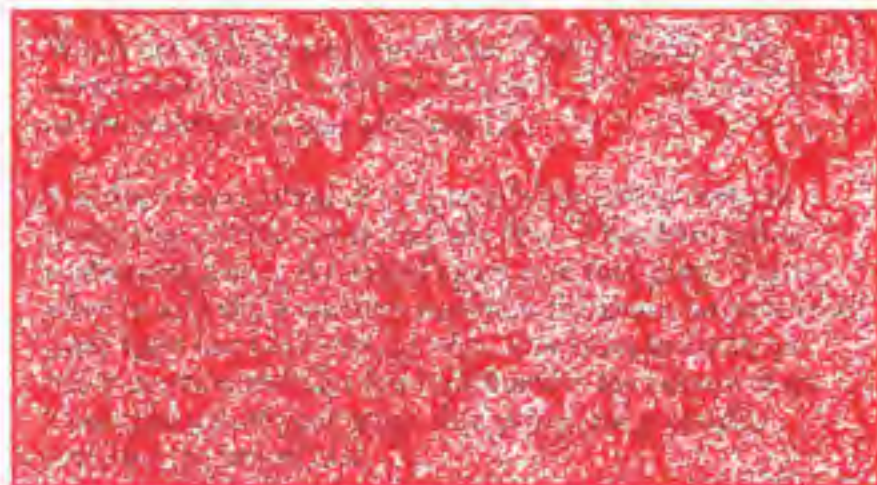
Learn about the name of the gem. (Level 10000) The name is either a gem.

Learn about the name of the gem. (Level 10000) The name is either a gem. You can also ask the gem for the name of the gem. (Level 10000) The name is either a gem.

And is that the name of a European gem? The name is either a gem.



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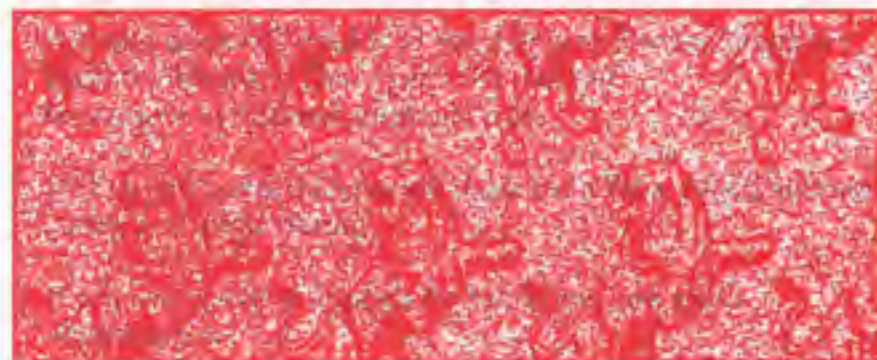


- I'm in the Wizard's Hall, now what?

\*

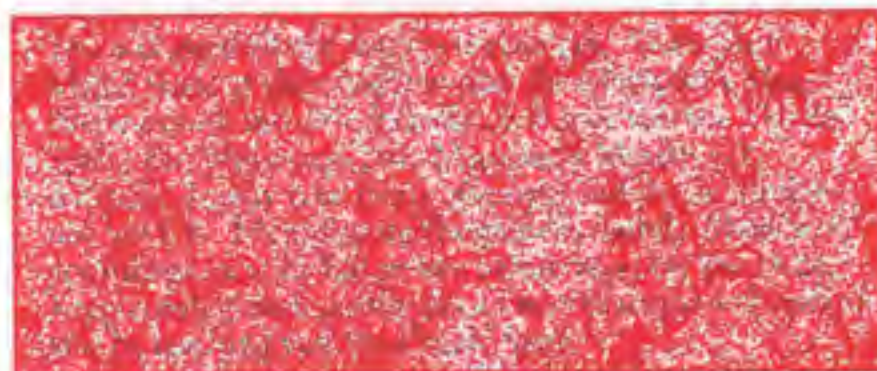


- How do I get through the Wizard's Tower?



Magic Users:

\*



## MUSHROOM RING

- I've stumbled upon a ring of mushrooms. What now do I do with them?

\*



## FAIRY RING

It's nighttime and I've encountered some fairies at the mushroom ring. What kind of deal can I make with them?





Watch out with the password to the Wizard's Guild. The wizard here won't be pleased by holders of "Secret" just as a Thief wouldn't be pleased by holders of "Secret".

You must answer three of the gateway questions correctly. He will not trick you at least one time. He will not believe anything from the other 12 gates were your guess. Then when he asks you a question you know the answer to, answer one. Answer your best guess, not answer. If he traps you both by asking a question and says you had to go to the bottom of the mountain before your guess. You know, and eventually you'll go back here at home.

● **I'm in the Wizard's Hall, now what?**

All knowledge is used to determine the answer. The answer is this: none.

On the other hand, how many people can you get on your team?

By the way, it's a trick question. The answer is the last two. You can't ask all you like. Talk to the dragon and the wizard. Now, with the wizard in your ally, it's a trick.

● **How do I get through the Wizard's Tower?**

Ask your questions quickly, you will have a chance to answer. The wizard will not give you the answer if you ask the wizard. The wizard will not give you the answer if you ask the wizard.

He will give you a hint about the Wizard's Tower. He will give you a hint about the Wizard's Tower. He will give you a hint about the Wizard's Tower.

If you have a strong interest in the Wizard's Tower, ask about the Wizard's Tower.

**Magic Users:**

You will need all the magic you can get. While your Magic Skills are high, play the Magician's Magic. If you prove and win, the Wizard will give you the Double Spell. But please note the Magician's Magic is very difficult. It may take many attempts and you will not be able to win. Even playing the game is hard. Make sure your magic is at its full power before you play the game. Keep coming back until you can win. The wizard will reward you by teaching you the Double Spell.

**MUSHROOM RING**

● **I've stumbled upon a ring of mushrooms. What now do I do with them?**

Did you try to pick them? You didn't see them, did you?

The wizard should know what to do with them.

Use the Hand cursor to pick the mushrooms. You can give them to the wizard for making a spell potion.

**FAIRY RING**

**It's nighttime and I've encountered some fairies at the mushroom ring. What kind of deal can I make with them?**

Did you prove you with the wizard and help the wizard?

Remember the wizard is making a spell potion. The Wizard told you what ingredients you needed to make one.



\*



## MEEPS

- Where are the Meeps?

\*



- I found the Meeps. Now what business do I have with them?

\*



Magic Users:

\*

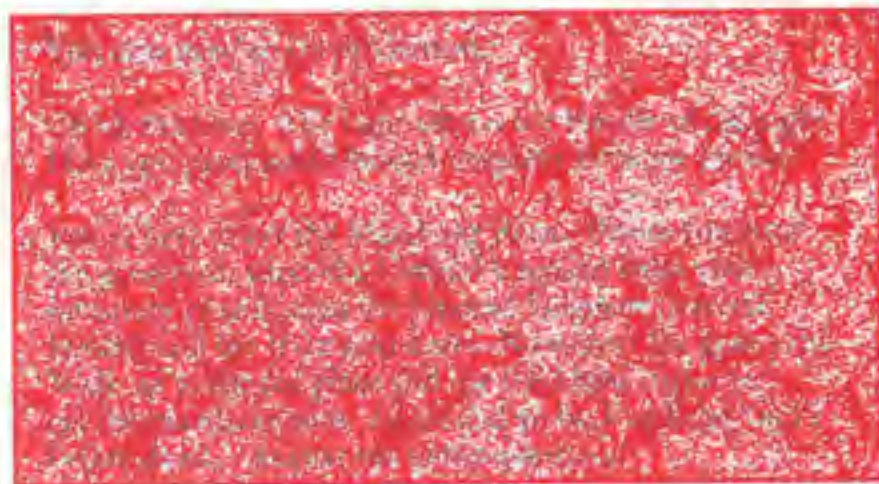


## GRAVEYARD

- I'm at the graveyard per Baba Yaga's instructions. Now what am I supposed to do?



\*



## FOX ROAD

- I've found a fox at the Road's End. How do I skin it?

\*



## DRYAD'S WOOD

- Where and what is the Dryad?

\*



You need to get some information from the Hapies. Therefore, answer "Yes" to all the earlier questions. Then, ask them about "crazy dad." Now they'll give you some data, if you have an empty flask in your inventory.

## MEEPS

- **Where are the Meeps?**

Take a look at the map in the back of the book.

Go to the Healer's Garden and head toward the camp in Golden Archway. Go north and then head west until you come to the Meep.

- **I found the Meeps. Now what business do I have with them?**

Have your friend talking to them. They're very helpful. You're here to pick up some green fur. The Healer can use the fur to make potions. Therefore, make a deal with the Meeps. To ask about Meeps, use the Hand cursor on them. When the green Meep appears, ask a question. Then ask it about green fur. Now use the Hand cursor to pick up the green fur.

### Magic Users:

At the Meep about magic and go the Dead Meep spell.

## GRAVEYARD

- **I'm at the graveyard per Baba Yaga's instructions. Now what am I supposed to do?**

Find your way to the right time.

You also need some protection.

Check the time. The right time is the middle of the night. Have you purchased Undead Unguent from the Healer?

You'll have to get the Mandrake Root. Before you enter the graveyard, select the Undead Unguent from your inventory (you bought the Undead Unguent from the Healer) and use it on your hero. Now enter the graveyard. Walk up to the red plant and use the Hand cursor to get the mandrake root. Leave and go back to Baba Yaga's before dawn. Answer yes to her question.

## FOX ROAD

- **I've found a fox at the Road's End. How do I skin it?**

That's not aggressive, our cat! You shouldn't skin this fox. Be friendly when dealing with this fox.

You don't want to skin this fox. In fact, use the Hand cursor on the cat to free him. He'll tell you about the Dryad.

## DRYAD'S WOOD

- **Where and what is the Dryad?**

Did you free the fox?

I have you discover a white stag on the trail of the forest.

The fox tells you all about the Dryad. Find the fox. You can also find a white stag on the trail in the forest. The stag will lead you right to the Dryad.



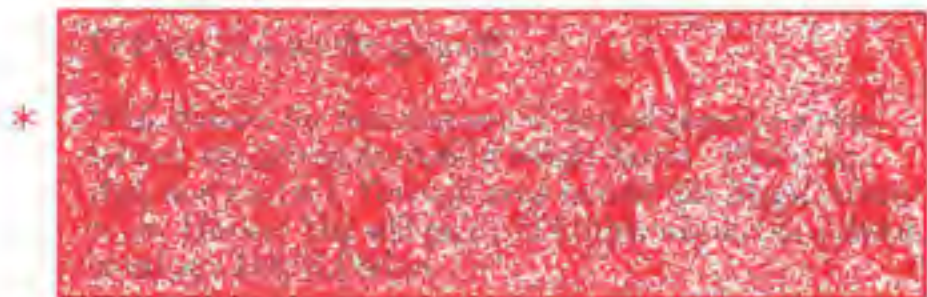
- I've stumbled upon a white stag on the trail in the forest. What should I do now?



- I followed the white stag to a magnificent tree. Now where's this Dryad? How do I get her to come out and talk to me?



- I gave the Dryad a seed from the Seed-spitting Spirea. Where's my reward?



- Say! That Magic Acorn was delicious. Where can I get another one?



- Okay. I give up. What am I supposed to do with the Magic Acorn?



## WATERFALL

- Is there anything special about this waterfall?



## THE HERMIT'S CAVE

(By the Waterfall)

- I'm at a beautiful waterfall south of Spielberg. What's that doorway in the cliff?



Fighters:



- I've stumbled upon a white stag on the trail in the forest. What should I do now?

Follow that stag!

Walk up to the stag. When it runs away, follow it. After several screens, you'll come to a magnificent tree. This is the Dryad's home.

- I followed the white stag to a magnificent tree. Now where's this Dryad? How do I get her to come out and talk to me?

Approach the tree and the Dryad will appear. When she asks you if you're one with the forest, answer yes. She will also come out when you return with the Spore seeds. Just select the seed from inventory and use it on the tree. As a reward, she will give you the Magic Acorn.

- I gave the Dryad a seed from the Seed-spitting Spirea. Where's my reward?

Did you look on the ground?

Well, besides the fact that you've helped preserve a plant species, the Dryad dropped a Magic Acorn. Pick it up. (You don't eat it! You will need to take this Magic Acorn to the Hermit. She will give you further instructions about creating a Drapel Potion.)

- Say! That Magic Acorn was delicious. Where can I get another one?

You didn't eat that Magic Acorn, did you? There is no other Magic Acorn!

Don't eat the Magic Acorn. Instead, remove your game and think of something else to do with the Magic Acorn!

- Okay. I give up. What am I supposed to do with the Magic Acorn?

Hmm. Would the Magic Acorn be a great ingredient for...

Have you not noticed in this game that it isn't ingredients? Perhaps someone who's been experimenting knows you?

Take the Magic Acorn to the Hermit. She'll know what to do with it.

## WATERFALL

- Is there anything special about this waterfall?

Isn't it pretty how the water seems to fly down the falls? What didn't you need "living water" for something? It's much powerful than it appears. Just use one of your flashes on the waterfall to collect some of the "living water."

## THE HERMIT'S CAVE

(By the Waterfall)

- I'm at a beautiful waterfall south of Spielberg. What's that doorway in the cliff?

This is the doorway to the Hermit's cave.

Fighters:

A heavy door is closed but don't get too worried.



\*



Thieves:

\*



Magic Users:

\*



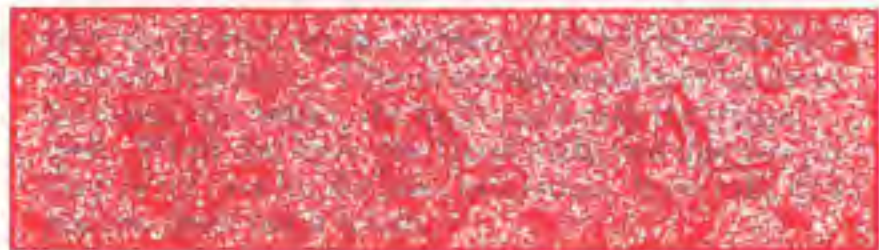
- I'm having trouble getting inside the Hermit's cave. He opens the door and I fall off the edge. What am I doing wrong?

\*



- I'm inside the Hermit's cave. What do I do now?

\*



*NOTE: The following pages discuss some of the fiercest monsters you'll ever encounter. These are monsters that you must kill simply 'cause they need killing! Since these monsters are so wicked, don't be discouraged if you keep getting defeated by one of them. This just means your character still needs more toughening-up. Therefore, fight the less fierce monsters until you have more experience, then come back for another round!*

## OGRE

- How do I defeat the Ogre? He keeps killing me.

\*



Fighters:

\*



Thieves:

\*



Magic Users:



Use the hand cursor to pick up some rocks from the ground beside the cliff. Next select the rocks from inventory and use them on the cliff doorway. After hitting the door successfully three times, the Hermit will come out and speak to you.

#### Thieves:

Climb up to the ledge, then knock.

#### Magic Users:

Cast a *Heaven Magic* spell (which the Green Mephit gave you) and find the invisible ladder leaning on the rocks. Then use the Hand cursor to climb it. Then use the Hand cursor on the door to knock on the door.

- **I'm having trouble getting inside the Hermit's cave. He opens the door and I fall off the edge. What am I doing wrong?**

When the Hermit goes back inside use the hand cursor to climb the ladder. Then use the hand cursor on the door to knock on the door. Quickly walk to the right side of the door. Now when the Hermit opens the door, he won't hit you in the face with a sword you can enter his cave.

- **I'm inside the Hermit's cave. What do I do now?**

After the Hermit speaks, fighters can ask him about the sword, then leave. Thieves can ask him about his cave, his lands, the ladder, the spell, and finally the trigger spell. When you leave, the Hermit tells you that you can sleep in his cave for the price of a ration. It isn't the best place to sleep, but it is safe.

*NOTE: The following pages discuss some of the fiercest monsters you'll ever encounter. These are monsters that you must kill simply 'cause they need killing! Since these monsters are so wicked, don't be discouraged if you keep getting defeated by one of them. This just means your character still needs more toughening-up. Therefore, fight the less fierce monsters until you have more experience, then come back for another round!*

## OGRE

- **How do I defeat the Ogre? He keeps killing me.**

Good question. Remember, you have to be tough.

Don't be too proud to run away from a monster that's too tough for your character. Sleep in the Magic meadow and try again the next day.

#### Fighters:

If your character is killed by one of these challenges, reload and try again. If you're not a strong Fighter, you might try using distance attacks. However, if you continue to lose, you'll have to build your skills some more by fighting less fierce monsters and resting.

#### Thieves:

Remember the Ogre is stupid and very slow. Therefore, you can easily outmaneuver him just by running around him.

#### Magic Users:

The bigger they are, the harder they fall asleep.

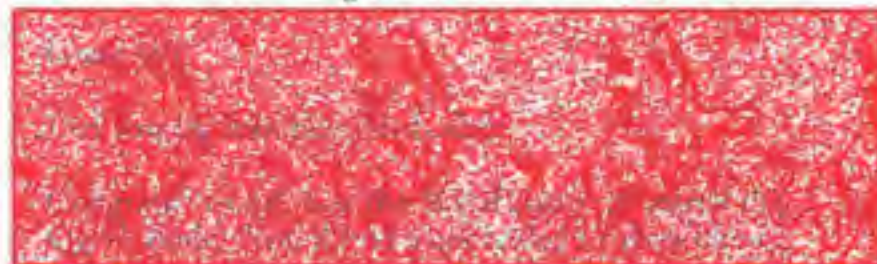


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- Yeah! I killed the Ogre. Now what should I do?

\*



Fighters:

\*



Thieves:

\*



Magic Users:

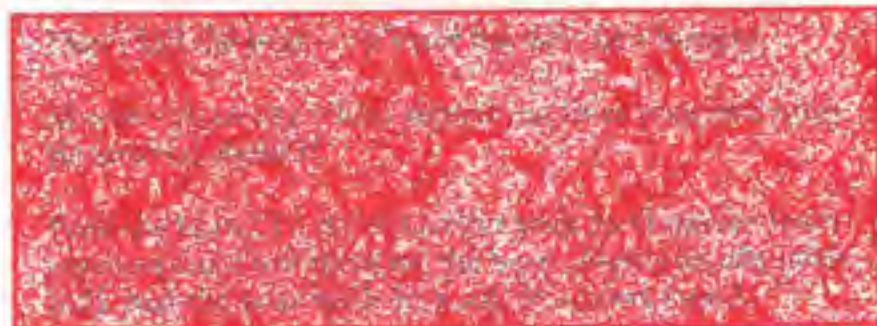
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## THE BEAR AND KOBOLD CAVE

- Hey! This is one aggressive bear. When I try to walk past him, he tries to kill me. Am I supposed to kill him? Or how do I get past this bear?

\*



- I got past the bear, now how do I defeat the Kobold?

\*



Fighters:

\*



Thieves:

\*



Do any of your spells induce sleep? Have about the one you picked up from inside the rock in Linn's Pouch.

Can the Calm Spell to defeat the Ogre.

- **Yeah! I killed the Ogre. Now what should I do?**

I need gold!

I did some work searching his body.

Congratulations! Use the Hand cursor to search the Ogre's body. You'll find 8x oversized treasure chests.

#### **Fighters:**

Select your sword from inventory and use it on the chest to open it. Take the treasure.

#### **Thieves:**

Select your lock pick from inventory and use it on the chest to open it. Take the treasure.

#### **Magic Users:**

Select the Open Spell from inventory and use it on the chest to open it. Take the treasure.

## **THE BEAR AND KOBOLD CAVE**

- **Hey! This is one aggressive bear. When I try to walk past him, he tries to kill me. Am I supposed to kill him? Or how do I get past this bear?**

Don't kill the bear—it's not his fault he's hungry.

Maybe you can give him something from your inventory. Be careful about it.

Feed the bear. To do this, select your food rations from inventory and use them on the bear. Now you can safely walk past the bear while he's still in a good mood.

- **I got past the bear, now how do I defeat the Kobold?**

Look at the Kobold. Study him. He sure is ugly, isn't he?

Don't let him take the first move.

First save your game. If the Kobold keeps killing me, you probably should leave and come back when you're more skillful. Don't let him cast a spell unless you're a fighter.

#### **Fighters:**

You must fight and defeat the Kobold.

#### **Thieves:**

Sneak up to the Kobold and carefully remove its key. Use sneak on the Alarm Bar. If the Kobold keeps waking up, then you haven't practiced your sneaking skills enough.



Magic Users:

\*



- I killed the Kobold. What should I look for in his cave?



\*

Fighters:

\*



Thieves:

\*



Magic Users:

\*



- I opened the Kobold's treasure chest and it was booby trapped! How do I open this without getting killed?

Fighters:

\*



Thieves:

\*



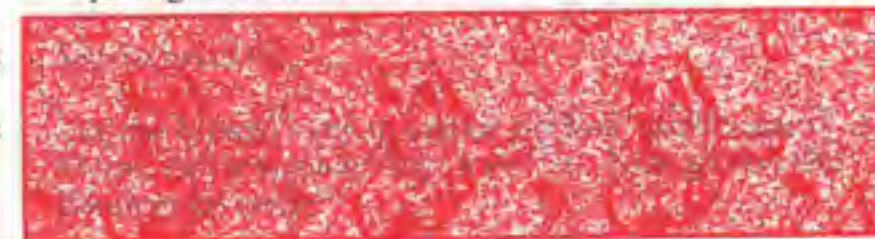
Magic Users:

\*



- I've defeated the Kobold and searched his cave, is there anything more to do here?

\*



\*

### Magic Users:

Don't let the Kobold cast a spell. Cast both the *Daze* Spell and *Flame-Dart* in combination to hit the Kobold. Alternate these two spells over repeatedly and the Kobold won't even get a chance to cast *Reverse*. Now take the key by casting the *Key* Spell. Alternatively, if you haven't learned the *Daze* Spell, you can use *Detect Magic* when you walk in. The key will glow, and you can use the *Key* Spell to steal it right from under the Kobold's nose. However, you must have very high magic skills to do this. You can learn *Daze* by playing the "Magic" Music with *Flamio*.

- **I killed the Kobold. What should I look for in his cave?**

Did you notice that gold key on the rock in his cave? It's all the remains of him.

After getting the key, carefully search his cave. Walk around — *being out always believing*.

Use the Wand of *Search* to pick up the gold key from the rock in the back of the cave. Walk around the cave until you discover an invisible chest. Check your *Health Points* and make sure you have more than 50. If not, drink a *Healing Potion*.

### Fighters:

Select your sword from inventory and use it on the treasure chest to open it.

### Thieves:

Select your lock pick from inventory and use it on the treasure chest to open it.

### Magic Users:

Cast the *Detect Spell* to find the treasure chest. Then cast the *Trigger an Open* spell on the chest and get the treasure. Finally, cast the *Key* Spell to get the key.

- **I opened the Kobold's treasure chest and it was booby trapped! How do I open this without getting killed?**

### Fighters:

There's nothing you can do about the booby trap. Therefore, be sure to drink a *Healing Potion* before you open the chest. Check your *Health Points* and make sure you have more than 50. Now you can pry open the chest. Even though it will hurt you, it won't kill you.

### Thieves:

Your skills will help you here. Practice your lock-picking skill elsewhere and buy a *Thieves' Tool* at the *Thieves' Guild*.

### Magic Users:

Cast the *Open* Spell on the chest from a distance.

- **I've defeated the Kobold and searched his cave, is there anything more to do here?**

Get the last item.

Use the Kobold's key to unlock the two-handled chain. Flaming that our interesting was in. Now go into the burning in the castle.

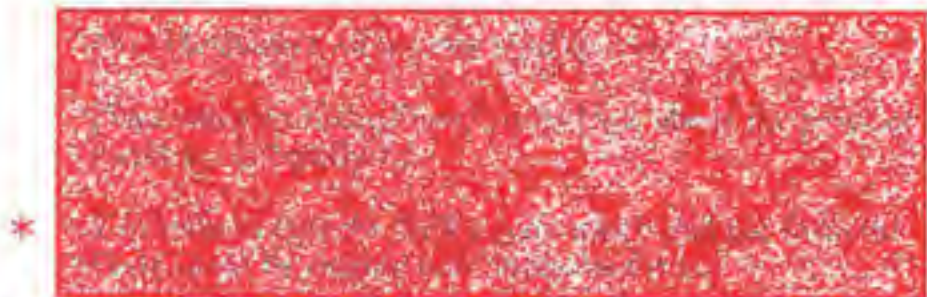


## BABA YAGA

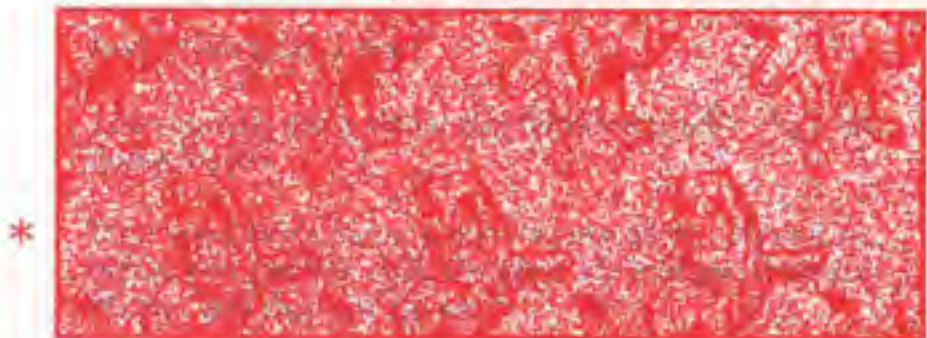
- Where is Baba Yaga's hut?



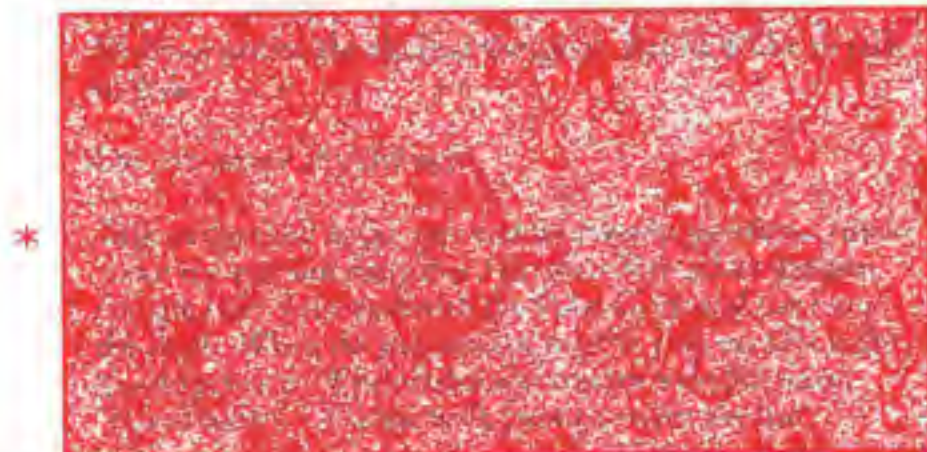
- The skull at Baba Yaga's gate wants me to find him some eyes. Gross! Am I supposed to dig these up in the graveyard or what?



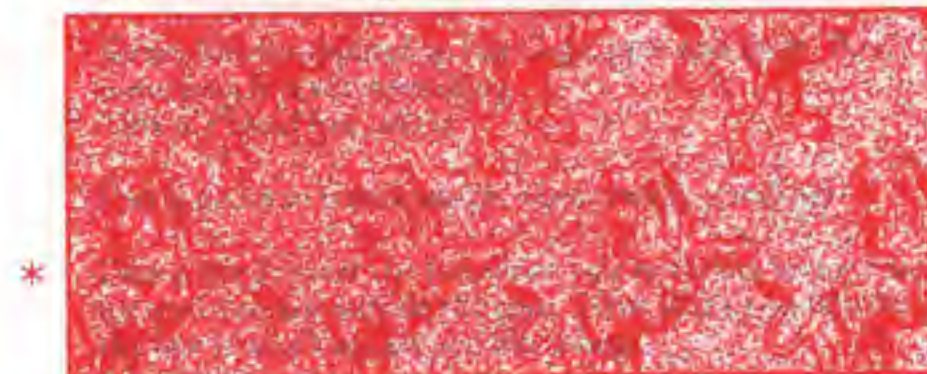
- Hey! I gave that ungrateful skull new eyes and he sunk in ground without telling me the password! What do I do?



- I found Baba Yaga's hut. Now how do I get this chicken thing to sit down?



- Hey! That stupid hut sat on me! Why doesn't it watch out where it's sitting?



- How do I make a deal with Baba Yaga?



## BABA YAGA

- **Where is Baba Yaga's hut?**

Take a look at the wonderful map in the back of this book! Baba Yaga's hut is right on there.

From the Golden Ardashi area go north. Approach the large skull at the gate.

- **The skull at Baba Yaga's gate wants me to find him some eyes. Gross! Am I supposed to dig these up in the graveyard or what?**

No. He doesn't want those kind of eyes.

Have you tried the King's Cauldron? How about the bewitched ingredients or spellbook?

You want to give the skull a gift which will pay him for the favor given by making him 50 apples for it.

- **Hey! I gave that ungrateful skull new eyes and he sunk in ground without telling me the password! What do I do?**

Am I not a fool or what?

You certainly can't blame the biggest skull. He's not doing it twice.

It's possible that you just forgot your password. Next time, before you give the skull the gift, ask him what should the gift be and then the rhyme.

- **I found Baba Yaga's hut. Now how do I get this chicken thing to sit down?**

Did you notice the skull in the ground. Get hold of it to talk to me.

Do you know any rhymes?

Take a look at the gateway first for its problems. Ask it about the hut and then about rhymes. Never select the gift you got from your deal with the King's Cauldron and use it on the skull. When the gift arrives on the Talk screen the chicken starts. After Baba asks you for a rhyme, say: "Out of town!" Use the walk cursor to enter the hut.

- **Hey! That stupid hut sat on me! Why doesn't it watch out where it's sitting?**

So the hut is supposed to have legs, ears and eyes. But some people just overdo it. This is a blind hut, okay?

Did it occur to you to watch where you're standing?

Don't stand under the hut when you recite the rhyme to it. Instead, stand inside the gate. Now when you talk to the hut it won't squash you like a bug.

- **How do I make a deal with Baba Yaga?**

This is so easy that it's never asked even as a test you can't refuse.

Be grateful.

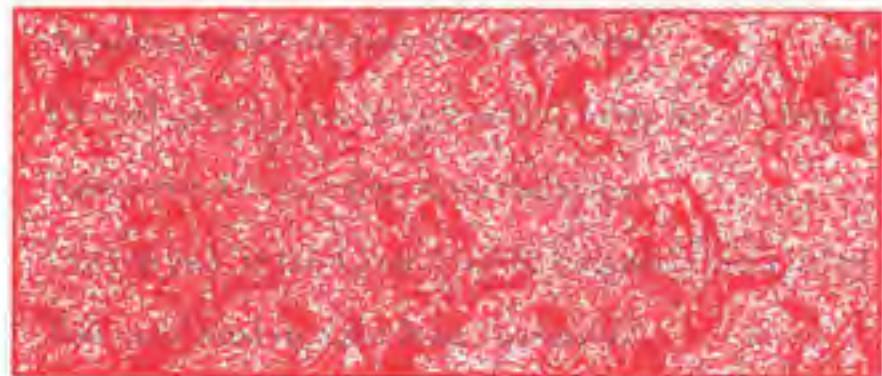




- Hey! I made good on my end of the deal, but when I brought the Mandrake Root to the old hag she turned me into a frog. What did I do wrong?



- After saving the Brigand Leader, I went to Baba Yaga's and she turned me into a frog! Then the game ended. What kind of game ending is that?!



## ANTWERP AREA

- The Antwerp is sure annoying. What purpose does it serve?



- I can't find the Secret Entrance to the Brigand Fortress. Where is it?





Answer yes to every question Baba Yaga asks and you  
just will go smoothly. You may not like her deal, but  
you must accept it. You also have to make sure that you  
save your stay early. When you visit Baba Yaga the winter  
you're staying, before sunrise with the Mandrake Root.  
If you arrive too late, winter will indeed be a bad time.

- **Hey! I made good on my end of the deal, but when I brought the Mandrake Root to the old hag she turned me into a frog. What did I do wrong?**

Never is that you may talk about sweet old Baba Yaga!

Maybe you seem to be your ruler.

You do remember how to reason your game?

You've gotten too long to bring her the Mandrake Root.  
Remember the old woman of back in her before days?  
Remedy your game and she may get back to her late position.

- **After saving the Brigand Leader, I went to Baba Yaga's and she turned me into a frog! Then the game ended. What kind of game ending is that?!**

Apparently one who's not very happy with.

Oh well, perhaps you can get around having life as a frog.

Time going now to collect upon the matter.

Let's pick up the trail on the Brigand Leader's trail.

You really need to make Baba Yaga's game.

When you enter Baba Yaga's house, select the Brigand  
Leader's name from the menu and put it on Baba Yaga's  
shoulders. Now you've turned her into a frog. That's  
a better ending. May I congratulate you on your  
Quest for Glory. So You Want to be a Hero.

## ANTWERP AREA

- **The Antwerp is sure annoying. What purpose does it serve?**

It's just for "fun." But when?

Don't get too close to the Antwerp and you'll be safe.

The Antwerp is harmless as long as you don't harm it.  
Therefore, just avoid the Antwerp.

- **I can't find the Secret Entrance to the Brigand Fortress. Where is it?**

Now it would be the secret if you could really find it.  
Would it?

When you're looking for a hidden secret entrance,  
the secret entrance.

You did mention the entrance to the Brigand Range, right?

It's in the old mine near the Antwerp. Just avoid the  
Antwerp and walk up to the large rocks on the left-hand  
side of the mine. Once you're up close to the rocks use  
the Escursion there. Now you'll get a message about  
the rocks being loaded. Select the key you took from  
Brutus's dead body from previously and use it on the  
loaded rock.



Fighters:



Thieves:

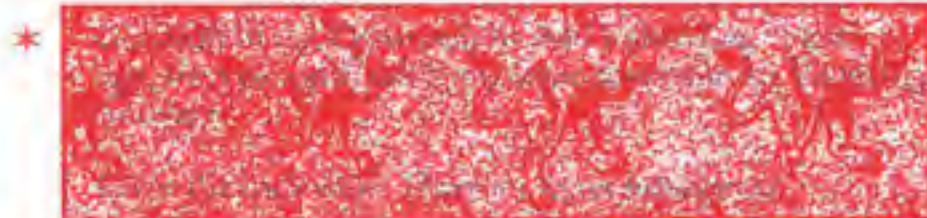


Magic Users:

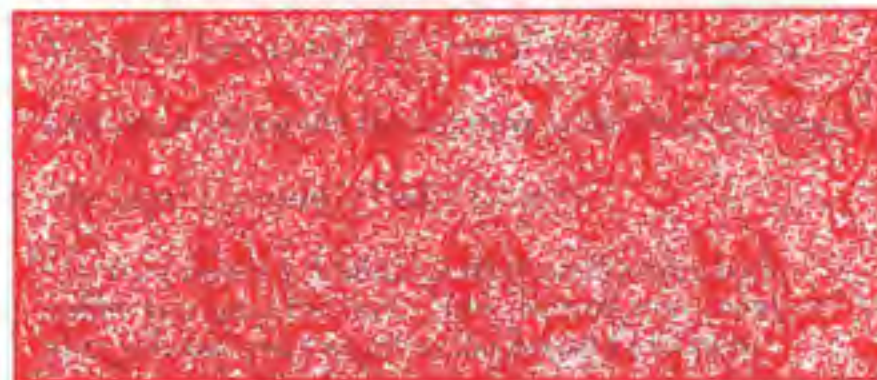


## BRIGAND FORTRESS

- Every time I try to enter the Brigand Fortress, I get killed. How do I get in the Brigand Fortress?



- I got past the secret entrance and inside the Brigand's cave. Now how do I defeat this troll?



- All right! I got inside the Brigand Fortress. Who's the mean-looking bull with the bad breath and how am I supposed to get around him?



Fighters:



### Fighters:

Use the Hand Cannon on the rock to move it. Then use the Mouth Cannon to talk to the rock. Your character will say "Hidden Answer." A line is the password you need to get into the Brigand's cave. You can get it by listening to the Archery Range. Here! You've found it — enter the Brigand's cave.

### Thieves:

Use your back pick on the back of the rock. Then use the Mouth Cannon to talk to the rock. Your character will say "Hidden Answer." This is the password you need to get into the Brigand's cave. You can get it by listening to the Archery Range. Here! You've found it — enter the Brigand's cave.

### Magic Users:

Cast the Fire Spell. Then use the Mouth Cannon to talk to the rock. Your character will say "Hidden Answer." This is the password you need to get into the Brigand's cave. You can get it by listening to the Archery Range. Here! You've found it — enter the Brigand's cave.

## BRIGAND FORTRESS

- Every time I try to enter the Brigand Fortress, I get killed. How do I get in the Brigand Fortress?

That's the Brigand's cave.

I have you now, Answer.

For words of the Crusade in the Hollow Land. Head can then go with you to the secret entrance, by the Archery Range.

Go to the back wall. There's a secret passage.

- I got past the secret entrance and inside the Brigand's cave. Now how do I defeat this troll?

You don't have to fight this troll if you don't want to.

Did you overhear the conversation at the Archery Range?

The secret password is "Hidden Answer."

Use the password ("Hidden Answer") on the open rock before you enter the cave. Now the troll won't come after you and you can get to the Brigand's fortress.

- All right! I got inside the Brigand Fortress. Who's the mean-looking bull with the bad breath and how am I supposed to get around him?

That's the monster. Don't let him hear you talk like this.

### Fighters:

This is one of the monsters that really need killing. You may have to be angry. Fight and defeat the monster. Use a healing potion if you get hurt, then use the Hand Cannon on the gate to open it.



Thieves:

\*



Magic Users:

\*



- I got past old bull breath. Now how do I get around the barriers inside the fortress without getting caught?

\*



- I'm in the Brigand Cafeteria. Those three guys are chasing me? Are they waiters or what?



- Okay. So how do I keep these guys from killing me in the Brigand cafeteria?

\*



- I got past the Brigands in the cafeteria. Now how do I get past this guy — what's his name? — Yorick!

\*



- All right! I made it past Yorick! But this Brigand in the next room killed me. What am I doing wrong?





### Thieves:

Take a swift backward leap and your skills must be as sharp as the all your wits to sneak to the wall, then across the rocks on the right-hand side. Then climb over the wall.

### Magic Users:

Cast the *Light Spell* on the Mirrors when invaders. Be sure not to make any noise or you'll wake him up. Then cast the *Light Spell* on the gun.

- **I got past old bull breath. Now how do I get around the barriers inside the fortress without getting caught?**

Enlarge your game.

Did you try a little trial and error?

Go around barrier to the left and go across the right bridge. Approach corner of the last barrier west. Use the *Fire Cannon* to look at the rope. Then use the *Walk Cannon* on the center of the rope to step over it.

- **I'm in the Brigand Cafeteria. Those three guys are chasing me? Are they waiters or what?**

You didn't want to wait around to find out. Better save your game.

No, these aren't waiters. They're Brigands. And if they catch you, they'll kill you.

- **Okay. So how do I keep these guys from killing me in the Brigand cafeteria?**

As you enter the dining hall shut the door behind you. Next, go over to the chair beside the door on the right-hand wall and push the chair to block the door. That does it. The brigand guards will be sure that they will catch you later. The timing of the next sequence is tricky, so you might want to save your game right here. Next, walk over to the candle (3) and wait for the brigand guards to enter the room. When they walk around the back side of the table, use the *Hand Cannon* to push the candle (3) in their way. When with the last brigand moves around the front corner of the table, now walk around to the front-right corner of the table and use the *Hand Cannon* again to climb up onto the side bar. Use the *Hand Cannon* on the rope suspended over the table to safely swing to the left-hand side of the room. Finally, use the *Hand Cannon* to open the door on the north wall.

- **I got past the Brigands in the cafeteria. Now how do I get past this guy — what's his name? — Yorick!**

Did you see talking to him?

Have you looked at the diagram of the Warlock's Room at the end of this handbook?

First of all, ask about Yorick. Then to get through the door, study the Warlock's Room diagram at the end of this handbook and follow the instructions.

- **All right! I made it past Yorick! But this Brigand in the next room killed me. What am I doing wrong?**

Do you have the *Drop Pistol* from the Healer?





## NOTES

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- Whoa! I saved the Brigand Leader! Have I won the game?



\*

- I went to Baba Yaga's and she turned me into a frog!  
What kind of ending is that!



\*

Quick as you can, the Brigand Leader's room, select the Diligent Potion from inventory and use it on her as soon as you can. After that, hurry to her desk. Use the Hand cursor to get her mirror and Healing Potion.

- **Whoa! I saved the Brigand Leader! Have I won the game?**

No, you. There's still one more task for you.

Get her your favorite local wine.

Have you visited Baba Yaga? You have some unfinished business with her.

- **I went to Baba Yaga's and she turned me into a frog!  
What kind of ending is that!**

Not a very happy one.

Oh well, perhaps you can get used to living life as a frog.

Take some time to reflect upon the matter.

Did you pick up the mirror from the Brigand leader's room?

You really need to make Baba Yaga mad.

When you enter Baba Yaga's hut select the Brigand Leader's mirror from inventory and use it on Baba Yaga immediately. You will now be turned her into a frog. That's a better ending, isn't it? Congratulations! You've won. Clear the Game. So You Want to Be a Hero.



## NOTES







## AFTER YOU HAVE COMPLETED THE GAME

### ONE FINAL NOTE (from Corey Cole):

Thank you for persisting to the end of the game. Now that you've become a real hero, follow the instructions to save your character on a floppy disk. Then you have a choice—start over as another character type, or go straight on to Quest for Glory 2: Trial by Fire. Your saved character can also be imported directly into Quest for Glory 3: The Wages of War. You really ought to buy both of them, you know. (Hey!! Who let the designer in here anyway!!)

### Did you try the following fun-but-stupid actions?

- Visiting the magic lake several times?
- Drinking the Dragon's Breath in the Aces and Eights tavern?
- Harming the Hermit?
- Eating the Magic Mushrooms you found in the fairy ring?
- Entering the secret passage to the Brigand Fortress without saying the secret password (Hidden Goseke)?
- Walk in the Fairy Circle at night?

### Fighters:

- Using your sword on the Antwerp, then walking to another screen with your sword drawn?
- Using your sword on a Seed-Spitting Spore?
- Using your sword on the Meeps?

### Thieves:

- Climbing upstairs in the Little Old Lady's house in Spielberg?
- Attacking the Little Old Lady's cat?
- Opening the music box in the Sheriff's House? (Listen at the various doors and then check them out in bottom to top order.)
- Standing in front of the Dag-Nab-It board?

### Magic Users:

- Casting the Flame Dart at the white stag then visiting the Dryad?
- Casting the Trigger Spell in the Hermit's cave?
- Walking into the Fairy Ring at night?





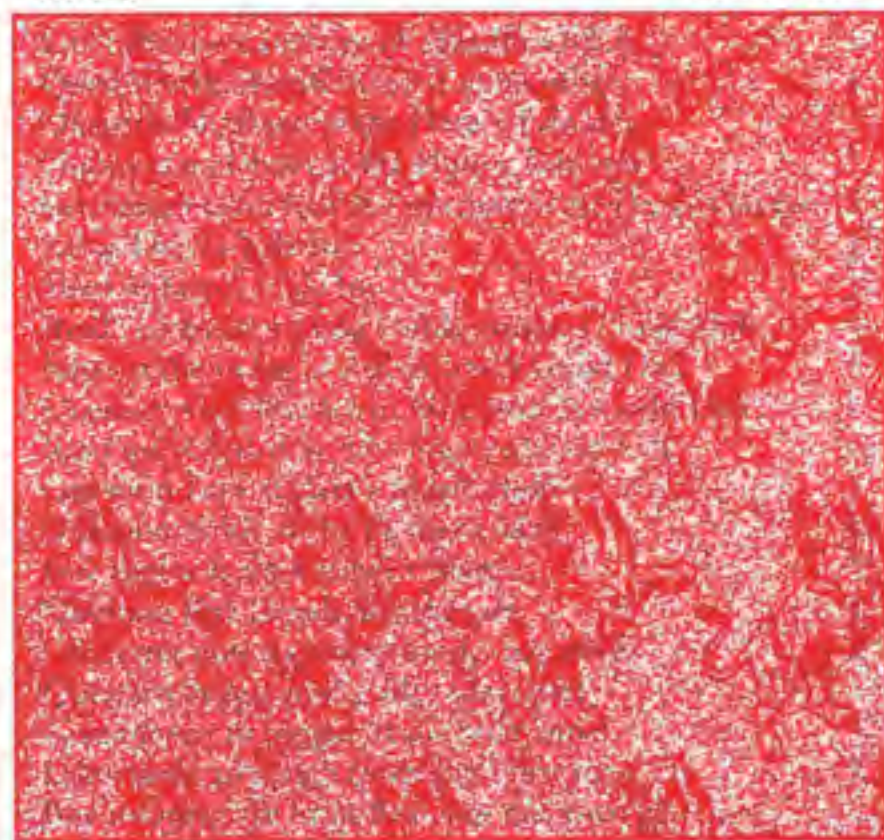


# POINTS LISTS

Points every character can get:  
*In the Town of Spielberg:*

Action

Point Value



Subtotal

37

*In the Wilderness:*

Action

Point Value







# POINTS LISTS

Points every character can get:  
*In the Town of Spielberg:*

Action	Point Value
Enter Hartman's in front of Sheriff's Office	1
Question the Sheriff's in front of his office	1
Question Minnison at the Home's Tale Inn	1
Question Minnison at the Home's Tale Inn	3
Give names to the three men working at the Home's Tale Inn	2
Find the Home's Tale Inn	1
Search the Home's Tale Inn	1
Read Adventurer's Log at Adventurer's Guild Hall	4
Enter name in log at Adventurer's Guild Hall	1
Question Guildmaster at Adventurer's Guild Hall	1
Read quest board at Adventurer's Guild Hall	6
Question Zerk at Zerk's Magic Shop	1
Question Hilda at the Farmer's Mart	1
Buy apples at the Farmer's Mart	3
Question Dry Goods Storekeeper	1
Find secret room in tavern (under bar area)	2
Question beggar in the alley (daytime)	1
Give money to beggar in alley (daytime)	1
Leave tavern (through secret door) first time	1
Buy information from Brainerd the Town gate	2
<b>Subtotal</b>	<b>37</b>

## *In the Wilderness:*

Action	Point Value
Pick magic from in Emma's House	1
Eat magic from at Emma's House	1
Feed red cat at home cave	1
Free the bear at home cave	1
Enter Kobold cave	1
Defeat the Kobold	10
Get magic key in Kobold cave	1
Get gold treasure from Kobold's chest	5
Get sword from sword spinning spins	8
Make deal with skull at Baba Yaga's gate	1
Give golden skull at Baba Yaga's gate	10
Get Baba Yaga's hint to sit down ("Hat of Brown...")	1
Visit Baba Yaga in her hut	1
Leave makeshift road to Baba Yaga	1
Use mirror on Baba Yaga turn her into a frog	50
Answer gargoyle's questions at the Wizard's tower gate	1
Talk to the Wizard in his Tower	1
Question gate keeper at castle gate	1
Enter the castle through the castle courtyard	1
Question Weapons Master at the castle courtyard	1
Work to castle stable	5
Visit the Baron in the castle great hall	10
Question the Baron in the castle great hall	1
Question farmer in the Censura Farmer's field	1
Ask the servant about the Brigand Leader	1
Get the golden ring from the bird room outside the healer's hut	1
Question healer in her hut	2
Return healer's ring to the healer	10
Sell magic mushrooms to the healer	1



*In the Wilderness: (cont.)*

Action

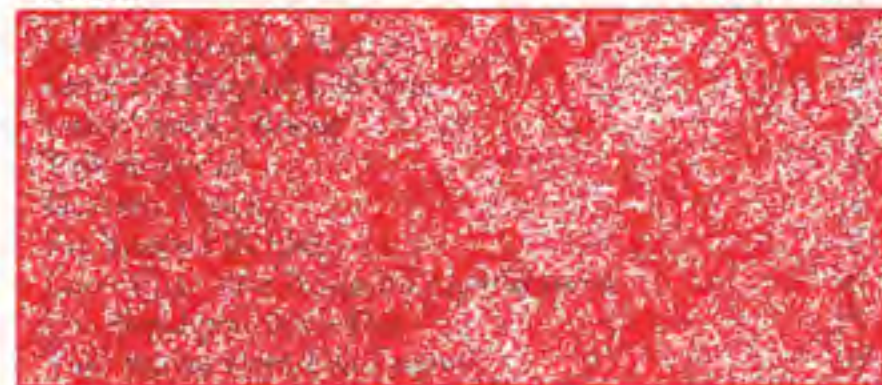
Point Value



*In the Wilderness: (cont.)*

Action

Point Value



Subtotal

400

*Points only Fighters can get:*



Subtotal

63



*In the Wilderness: (cont.)*

Action	Point Value
Sell magic flowers to the healer	1
Sell 4.000 star chips to the healer	10
Sell Troll beard to healer	1
Give magnesium to healer	1
Give flying water to healer	2
Give green file to healer	1
Give lamp dust to healer	1
Get doped potion from healer	1
Get glowing gem from the Troll (lost at home) (lost)	8
Question boss Meep at Meep's post	1
Get something from Meep	5
Use Undead Gargoyles at entrance (night)	1
Get Undead Rat to entrance (night)	1
Free the fox at the main road	10
Get magic mushrooms at the Fairy Ring (day)	1
Question Elves at the Fairy Ring (night)	1
Dance by choice at the Fairy Ring (night)	1
Get Fairy Dust from Fairy Ring	8
Spring Brigs and Brigs to the archery range	10
Defend the Lizard	1
Give Spider Seed to Lizard	1
Get magic acorn	1
Knock the glowing sword on ground again	1
Get flying water from waterfall outside Astral's cave	1
Enter human's cave	1
Talk to human	1
Open secret passage to Brigand Fortress	10
Get password outside secret passage to Brigand Fortress	1
Enter secret tunnel to Brigand Fortress (past Troll)	2
Visit Lake Spelburg	1

*In the Wilderness: (cont.)*

Action	Point Value
Enter the Brigand Fortress	8
Enter the Brigand Cathedral	8
Enter Yagick's Room	5
Talk to Yagick	2
Get past Yagick	2
Get Yagick OR Elsa	8
Enter Elsa's Old Brigand Leader's room	10
Get doped potion on Elsa	35
Take interest from Elsa's room	10
<b>Subtotal</b>	<b>400</b>

*Points only Fighters can get:*

Practice with Weapons Master	3
Rest the Weapons Master	10
Kill Kobold in Kobold's Cave	10
Take training session in Castle Courtyard	1
Defeat Weapon Master in Castle Courtyard	10
Buy Giant mail Armor in Elf Goods Store	1
Defeat a Goblin in forest/Goblin Lair	1
Defeat Savage in forest	1
Defeat Brigand in forest/Brigand Armory	1
Defeat Ogre outside Bear Cave	2
Defeat Abomination in forest	2
Defeat Savage Fox in forest	4
Defeat Chameleon in forest	1
Defeat Troll in forest/Troll Lair	2
Defeat Minotaur at the Brigand Secret Cave	5
<b>Subtotal</b>	<b>63</b>

*Points only Magic Users can get:*

*Note: It is possible for magic users to defeat all monsters.*

Action	Point Value
--------	-------------



Subtotal	46
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*Points only Thieves can get:*



*Points only Thieves can get: (cont.)*

Action	Point Value
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Subtotal	50
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*Getting Negative Points:*



Subtotal	-55
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**Points only Magic Users can get:**

*Note: It is possible for magic users to defeat all monsters.*

Action	Point Value
Swamp in Magic Mushroom in Wizard's Place	5
Play Magic in Magic in Wizard's Tower (Use Dazzle Spell)	12
Use Charm Spell in Wizard's Place	5
Use Dragon Magic in Magic's Place	10
Use Unicorn Spell in Wizard's Cave	8
Use Fire Spell in Wizard's Magic Shop	5
Use Open Spell in Wizard's Magic Shop	5
Use Charm Spell in Wizard's Magic Shop	5
Use Unicorn Spell in Wizard's Cave	10
<b>Subtotal</b>	<b>46</b>

**Points only Thieves can get:**

Break into little old lady's house	5
Get silver from little old lady's house	1
Get silver from coach in little old lady's house	1
Get silver from purse in little old lady's house	1
Get string of pearls in little old lady's house	1
Get candlesticks from little old lady's house	1
Get or food from little old lady's house	5
Break into Sheriff's House	5
Get silver from desk in Sheriff's House	1
Move painting in Sheriff's House	1
Open safe in Sheriff's House	1
Get silver from safe in Sheriff's House	1
Get candlesticks from Sheriff's House	1
Get candlesticks from Sheriff's House	1
Get food from Sheriff's House	1
Get food from Sheriff's House	5

**Points only Thieves can get: (cont.)**

Action	Point Value
Break into Thief's Guild	1
Buy sword in Thief's Guild	5
Buy magic sword in Thief's Guild	5
Make thief even wealthier in night	5
Use Day-Night in Thief's Guild	5
Use Day-Night in Thief's Guild	5
<b>Subtotal</b>	<b>50</b>

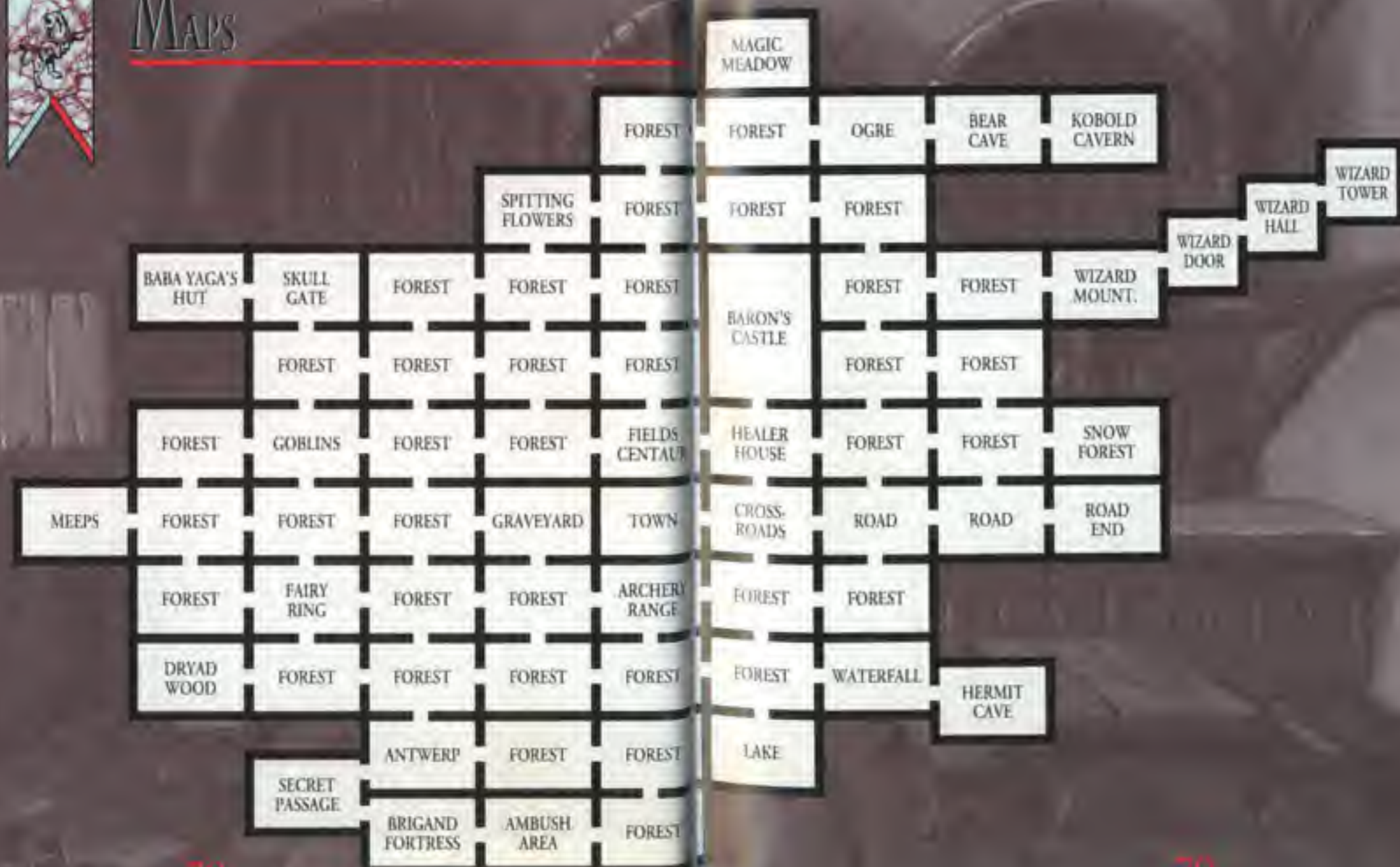
**Getting Negative Points:**

Kill Bear	25
Kill and getting sword	-10
Kill the pig	10
Get drunk	-5
Enter the Arena	-5
<b>Subtotal</b>	<b>-55</b>





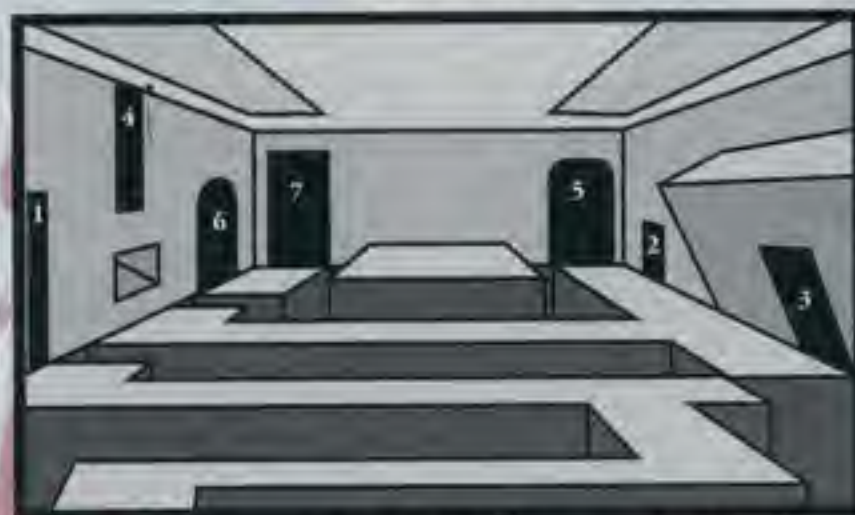
## MAPS







**WARLOCK'S ROOM**



Go in Door 1 which takes you out door 2. (or fall over edge and click hand on path to stop)  
Go through Door 3 which takes you to 4. Click hand on rope. Go back through 4 and then go in Door 5. This takes you to Door 6. Step out in front of Door 7. Click hand on door and step back into Doorway 6. After door falls, step back out. Click hand on door and walk out of this room.

**WIZARD GAME**





# NOTES

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Lined area for notes, consisting of 20 horizontal lines.





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To reveal the HIDDEN clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



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Window